



Xperiment Fusion Project

Documentation and User's Guide

Rev: x



Table of Contents

Xperiment Fusion Project Mission Statement.....	8
Special Thanks.....	8
Xperiment Fusion Project Documentation.....	8
Bulletin Board Messages.....	9
New Sectors for your Adventuring and Conquest.....	10
Age of Oedipus.....	10
Apricot's Delight.....	10
Acquisition Repository.....	10
Ashley's Industries.....	10
Ashley's Wisdom.....	10
Aulderon's Demise.....	10
Avarice.....	10
Badlands.....	11
Barbary Coast.....	11
Barker's Ravine.....	11
Blind Planets.....	11
Bright Profit.....	11
Buried Treasure.....	11
Cathedral of Xaar.....	11
Ceo's Investment.....	11
Ceo's Wellspring.....	11
Clarity's End.....	11
Company Strength.....	11
Contorted Dominion.....	12
Cycrow's Sanctum.....	12
Destructive Dig.....	12
Distant Altar.....	12
Dreams.....	12
Duke's Citadel.....	12
Earth.....	12
Gaian Star.....	12
Goltab's Gate.....	12
Guild Heaven.....	13
Gunn's Crusade.....	13
Hadley's Hope.....	13
Heaven's Assertion.....	13
Hollow Infinity.....	13
Imperial Reign.....	13
Jupiter.....	13
Legend's Home.....	13
Lonely Dungeon.....	14
Lost Profit.....	14
Magrathea.....	14
Mars.....	14
Menelaus' oasis.....	14
New Earth.....	14
Northstar's Peace	14
Patriarch's Collusion.....	14
Prophecy Fulfilled.....	14
Purger's Vengeance.....	15
Pyramid Income.....	15
Queen's Harbour.....	15
Queen's Retribution.....	15

Realm of Darkness.....	15
Renegades Evanescence.....	15
Repository.....	15
Rhonkar's Might.....	15
Rhonkar's Trial.....	15
Sanctity of Corruption.....	16
Saturn.....	16
Secret Currents.....	16
Septum Atore.....	16
Shadowlight's Heartbreak.....	16
Sicor's Death Valley.....	16
Simbiant Moon.....	16
Spaceweed Grove.....	16
Strom's Fortress.....	16
Strom's Order.....	16
Tears of Greed.....	17
The Shallows.....	17
Tree of Life.....	17
Third redemption.....	17
Twisted Skies.....	17
Veil of Delusion.....	17
Vestibule of Creation.....	17
Xenon Core Sector.....	17
Xperiment.....	17
Yeebers' Angst.....	18
Zi'ian Three.....	18
Zi'ian Two.....	18

Scripts..... 19

Advanced Jumpdrive: Cycrow.....	19
Advanced Mineral Scanner: A dJ.....	19
Advanced Thruster Control: Cycrow.....	19
Afterburner MK1 +MK2: Cycrow.....	19
Anarkis Carrier Commands: Serial Kicked.....	20
Asteroid Creator: Saint Ashley.....	21
Autotransfer Alternative and Station Profit Monitoring: fortysix2nz.....	21
BBS Advertisements: Cycrow.....	21
BBS Extras: Cycrow	22
Bulk Transporter Upgrade: al_main.....	22
Capitol Ship Crews: Cycrow.....	23
Cargo Delivery System: Klaatu.....	24
Cargobay Energy Divert System: Cycrow.....	24
Complex Manager: Naffarin.....	24
Deathmatch Arena ALP: LV.....	25
Dock TS Ships On TL Class: LV.....	25
ECM system: Cycrow.....	25
EMP Blast Cannon: Cycrow.....	26
Escort :ALP : LV.....	26
Explorer Software: Moggy2.....	26
Fleet Support Ship Software (FSUP): Xai Corporation.....	27
Freight Transporter Upgrade: LV.....	27
Jumpdrive kits ALP : LV.....	27
Jump to me command: Cycrow.....	28
M6 Command Extension: Apricotslice	28
Manual Trade Commands (MTC): Xai Corporation.....	28
Match Speed: DesertEagle.....	28
Medusa Rapid Fire Missile Interface: ALP : LV.....	29
Missile Targeting Software: Cycrow.....	29
Mobile Mining and Mineral Collection: Bunny	29

Overtune: Cycrow.....	30
Passenger Slaves: Cycrow.....	30
Player Response Fleets: LV.....	30
Race Response Fleets: LV.....	31
Additional JTP Skirmish Plugin	31
Remote Transporter Device software (RTD): Xai Corporation.....	32
Remove/Assign Homebase Command: Cycrow.....	32
Salvage Software (formerly System Override Software MK2): Cycrow.....	32
Satellite Early Warning Network (SEWN): Cycrow.....	32
SatelliteDeploy : Multiformat safe Satellite deployment : Bhruic.....	32
Sector Takeover: Arch2, Modified by DesertEagle and Narwin.....	33
Spacefly Hunting Software V1.01 (Cycrow)	34
Station Manager: burianek & aalaardb.....	34
Station Trader: Naffarin.....	36
Turret Defence: Redspot.....	36
Xenon Migration: Cycrow.....	37
XFP Sector Auctions: Cycrow.....	37
Yaki Armada: Serial Kicked.....	38

Guilds..... 38

Assassins' Guild: Cycrow	38
Bounty Hunters' Guild: Cycrow.....	38
Mercenaries' Guild: Cycrow.....	39
Merchants' Guild: Cycrow	40
Race Military: Cycrow.....	41
Smugglers' Guild: Cycrow.....	41
Taxi Drivers' Guild: Cycrow.....	42

Mods..... 43

Extended Complex Hub and Complex Node Bazaar: Armageddon.....	43
Ashleys Factories L + XL + XXL	43

New ships..... 45

M5 Craft : Scouts..... 46

A-Wing Raider (Teladi).....	46
Blue Arrow (Argon).....	46
Discoverer X2 (Argon).....	46
Gorellik Dragonfly (Gorellik).....	47
Mandalay (Pirates).....	47
Starfury (Split).....	47
Terran light fighter (Argon).....	47
Tie Interceptor Raider (Argon).....	48

M4 Craft : Medium Fighters..... 49

Arach (Argon).....	49
Banshee (Boron).....	49
Bat - 100 M4 (Argon).....	49
Bayamon (Pirates).....	50
Buster X2 (Argon).....	50
Cylon Raider 1 (Split).....	50
Demon (Teladi).....	50
F 601 XL (Argon).....	51
Flying Saucer (Goner).....	51
Gorellik Hornet (Gorellik).....	51
Jedi Starfighter Raider (Split).....	51
Sith Fighter Raider (Split).....	52

Talon Claw Raider (Teladi).....	52
Terran Medium Fighter (Argon).....	52
Tie Defender Raider (Argon).....	52
UFOE Raider (Boron).....	53
Viper Mk2 (Argon).....	53
X-Wing Raider (Split).....	53
Y-Wing (Teladi).....	53

M3 Craft : Heavy Fighters.....54

Alien Fighter (Argon).....	54
Appolox (Goner).....	54
Arcaine (Paranid).....	54
B-Wing (Paranid).....	55
Barracuda X2 (Boron).....	55
Broadsword (Argon).....	55
Cylon Raider 2 Raider (Split).....	55
Darkship Raider (Teladi).....	56
Death Angel (Teladi).....	56
Death Glider (Teladi).....	56
Dragon Tooth XL (Argon).....	56
Dralthi Heavy Fighter (Boron).....	57
Evader Mk3 (Argon).....	57
F302 (Argon).....	57
Falcon X2 (Teladi).....	57
Goran (Split).....	58
Gorellik Hurricane (Gorellik).....	58
Gorith Heavy Fighter Raider (Teladi).....	58
Gothri XL (Split).....	58
Hellcat (Teladi).....	59
Knight (Argon).....	59
Korhlar (Split).....	59
L X2 (Xenon).....	59
Mamba X2 (Split).....	60
Northstar Warrior (Goner).....	60
Nova X2 (Argon).....	60
Orinocho (Pirates).....	60
Orion Sentinel (Argon).....	61
Penatron (Split).....	61
Peregrin (Paranid).....	61
Perseus X2 (Paranid).....	61
Q Bomber (Xenon).....	62
Shrike (Argon).....	62
Steltek Raider (Boron).....	62
Strath (Argon).....	62
Terran Heavy fighter (Argon).....	63
USS Defiant M3 fighter (Argon).....	63
Vaktoth (Split).....	63
Wraith (Argon).....	63
YT-2400 Outrider (Split).....	64

M6 Craft : Corvettes..... 65

Dragon X2 (Split).....	65
Goner Reaper XL (Argon).....	65
Gorellik Rapier (Gorellik).....	65
Gorellik Thunderbolt (Gorellik).....	66
Hydra Mk II Military Transport (Boron).....	66

Kamekh (Paranid).....	66
.....	66
Marquis Raider (Teladi).....	66
Monsoon Gunboat (Boron).....	67
Osprey X2 (Teladi).....	67
Ranger M6 (Argon).....	67
Recording Star M7 (Goner).....	67

TS Craft : Freighters..... 68

Cotton Tender (Argon).....	68
Dolphin X2 (Boron).....	68
Firefly Freighter (Boron).....	68
Goner Improved Super Freighter (Argon).....	69
Journeyman (Paranid).....	69
Mercury X2 (Argon).....	69
Naboo Transporter (Argon).....	69
Tetrax Freighter (Split).....	70
YT-1300 (Teladi).....	70

TP Craft : People Movers..... 71

Express Military Transport (Argon).....	71
Iguana X2 (Split).....	71
Luxury TP (Teladi).....	71
Tarsus Hauler (Teladi).....	72
TP-Mk2 Freighter (Teladi).....	72
Z2 Galaxy Transporter (Argon).....	72

TL Craft : Station Transporter..... 73

Acheron Transporter (Paranid).....	73
Albatross X2 (Teladi).....	73
Beluga TL (Boron).....	73
Carrier Transport (Argon).....	74
Cenliner Super TL (Teladi).....	74
Cetus Mk2 (Argon).....	74
Drayman Super Freighter (Argon).....	74
Rhino Bulk Transporter (Argon).....	75
Terran Transporter (Split).....	75
Yaki Battle Cruiser (Yaki).....	75

M2 Vessels : Destroyers..... 76

Holy Pathfinder Military Transport (Goner).....	76
Narcissus (Teladi).....	76
Nebulon-B (Argon).....	76
Omega (Argon).....	77
Paradigm (Argon).....	77
Protector (Boron).....	77
Ray X2 (Boron).....	77
TLoth (Split).....	78

M1 Class : Battleships.....79

Alien Carrier (Argon).....	79
----------------------------	----

Base Star (Boron).....	79
Colussus Raider (Argon).....	79
Condor Raider (Teladi).....	80
ESS Battle Cruiser (Argon).....	80
Gorellik Aurora (Gorellik).....	80
Gorellik Typhoon (Gorellik).....	80
H (Xenon).....	81
Imperial Star Destroyer (Argon).....	81
Khaak Mothership (Kha'ak).....	81
M0 Cobra (Split).....	81
M0 Galactica (Argon).....	82
M0 Midway (Gorellik).....	82
M0 Prometheus Military Transport (Argon).....	82
Mon Calamari Cruiser (Split).....	82
Moon Base (Argon).....	83
Perry Base Sentinel (Argon).....	83
Raptor Raider (Split).....	83
Repulse (Argon).....	83
Roger Young Battleship (Paranid).....	84
Salvage Base Vanguard (Argon).....	85
Shark Raider (Boron).....	85
Special OSR Asteroid (Argon).....	85
Squid Carrier (Boron).....	86
Starbase (Argon).....	86
Sulaco (Split).....	86
Terran Carrier (Argon).....	86
USS Dauntless (Argon).....	87
Xenon Command M0 (Xenon).....	87
Zeus Raider (Paranid).....	87

Custom Starts..... 92

Goner Gone Mad.....	92
Mysterious Friends.....	92
A Nomad's Life.....	93
Invasion Of The Allies.....	93
Exposed Agent.....	93
Familial Renewal.....	94
Most Hated.....	94
Market Trader.....	95
Drug Baron.....	95
Into The Unknown.....	95
Lost In Space.....	96

EXTRA MUSIC..... 96

Xperiment Fusion Project Mission Statement

This mod is dedicated to providing an opportunity for anyone creating an X3 modification (mod) to get it into the game for the gaming community's enjoyment. This is not a huge, themed redirection of the game, but is a framework for adding many small ideas, to create a more vibrant and enjoyable game. Now you, too can present your own creations to the X gaming community. This mod overcomes the major integration difficulties historically encountered with running multiple Mods in the X games.



Special Thanks

This X3 mod could not have been created without the great work of others. As always, the tireless people behind the scenes who make the tools, fix bugs and generally make the gaming world a much more creative place are the ones who make all this possible. The Xperiment Fusion Team, as a whole would like to wholeheartedly thank the following people for development of tools used in the creation of this project:

Tool / Utility	Creator	Contact
X3 Mod Manager	Doubleshadow	http://www.doubleshadow.wz.cz
X3 Editor	Doubleshadow	http://www.doubleshadow.wz.cz
DBox	Doubleshadow	http://www.doubleshadow.wz.cz
DDS Converter	Yannik 'Bluehair' Leon	Unknown
DDS Viewer	Observe	http://xperiment-fusion-project.net/
X3 Models 3D Funfair	Dave Toome	Unknown
X2BC	Doubleshadow	http://www.doubleshadow.wz.cz

Xperiment Fusion Project Documentation

This document has been prepared to serve as a user manual and reference point for players of the Xperiment Project Fusion Mod (XFP). It is compiled totally from the great work of numerous script and mod writers, as well as the XFP Development team. Permission has been granted to use these works, and credit is given to all authors where known.

Bulletin Board Messages

A number of people have contributed humorous, informative or other types of BBS messages to liven up the universe when you take a peek at the BBS. In no particular order (excluding alphabetic), contributors to the new messages include but are not limited to :

AdmiralTigerclaw	Boro Pi	Captain Chris sTc	DarthVain	Digsin
Ironwatsas	Mastermue	Northstar	Renegade13	SCico
	Stevio1259	Yeebok	ZaphodBeeblebrox	

New Sectors for your Adventuring and Conquest

Age of Oedipus

This sector supports the new Argon capital sector in the centre of the galaxy, and is positioned for strategic value, close to the Teladi heavy industrial sectors.

Acquisition Repository

Another one of Chairman Ceo 's deep mining sectors.

Ashley's Industries

An expansion of Ashley Industries, this sector was discovered by one of the company directors whilst out on an excursion. The sector has now been utilised to house further shipyard expansions, so that new factory demand can be satisfied, and income can be increased without losing an order. Special forces are regularly patrolling these important industrial areas with newly developed fighters. A secret research station somewhere nearby is rumoured to have donated much of the technology to help combat any Pirate threat, making the heart of the galaxy a safer place to explore and trade.

Ashley's Wisdom

This sector was given to Chairman Ceo's top executive tycoon Ashley as a reward for earning the Teladi race billions of credits every jazura. Ashley's new factory designs are state of the art, creating the ultimate goods handling areas and are the largest known in the galaxy. All races have placed orders for the factory designs that have become very popular and are being constructed at an alarming rate. The sector is home to the richest installations, selling new factory types to suit all needs. It is strongly rumored that top executive Ashley will be the new CEO of all Teladi Industry within the next few jazuras.

Aulderon's Demise

Zontar Solo, the grandson of Princess Leia and Han Solo, departed on an endless journey to find a world that would remotely resemble the home planet Aulderon that granny talked about quite often, which was obliterated by the massive Planet Killer weapon used by the Imperial Space Station prior to it's own destruction. Zontar Solo found such a world and named it as such in honor of those who suffered this demise and who fought with gallantry against the Imperial Forces. After scanning this new world and her surroundings, the rebuilding process began .. but .. was he aware what laid ahead?

Avarice

A pirate stronghold.

Badlands

This sector has some of the worst scum in the universe. A cloudy, dense sector which is hard to navigate, it was claimed by the famous Teladi Pirate Manky Beard III.

Barbary Coast

There have been persistent rumors of a hidden pirate sector. Many have conjectured that the way the pirates just seem to materialize out of nowhere hints at an advanced jumpdrive. The activities of the pirates would also indicate a level of organization not found in any of the known/unknown sectors. Where does all of the

contraband go? There have been a number of reports of senior scientists and spaceship engineers of all races disappearing, only to reappear somewhat later and very much richer, having relocated to another part of the galaxy. What sinister means have they used to gain their riches? Many other persons with particular weapons and engineering skills have been kidnapped or simply disappeared.

Barker's Ravine

The nearby Teladi promote trading in this Pirate sector.

Blind Planets

This lost Split sector was kept a secret, and revealed to the highest bidder.

Bright Profit

Recently this sector was set up by Chairman Ceo to help defend the investments of the surrounding Teladi systems. Admiral Bluefox has been placed in charge of this area.

Buried Treasure

This lost Argon sector was kept a secret, and revealed to the highest bidder.

Cathedral of Xaar

Emperor's border patrol sector. Set up to defend against a nearby, strong Xenon presence.

Ceo's Investment

Plagued by Pirates, but a worthy addition to Chairman Ceo 's profit margins.

Ceo's Wellspring

Expanded for Chairman Ceo, this sector is a secure investment.

Clarity's End

Another Split owned sector; progressing towards industrial strength in the outer edges of the galaxy.

Company Strength

This sector is helping the Teladi support the outer reaches of their economy.

Contorted Dominion

Emperor Xaar has been pushing the rate of expansion in these areas.

Cycrow's Sanctum

The Guilds' Leader controls this sector, Cycrow, now the wealthiest tycoon in the Argon Race and a Hero of the Federation, has been decorated 6 times by the Argon President for his part in many conflicts. Cycrow has retired from active service to set up business in this area, recently expanding to control all the different guild

memberships. Cycrow's Sanctum is the home to **all** of Cycrow's ship upgrades, if you load one of his additions, the items will appear in a different place to if you use this mod.

Destructive Dig

Upon first entering this sector, the Paranid soon learned that one of the planets was rich in nividium. They immediately started to mine the planet without considering any safety for their workers. As they mined deeper into the planet, they broke through a weak spot which immediately collapsed the largest mine, allowing an uncontrollable lava flow to escape.

The lava flow soon covered the rest of the planet, killing thousands of miners before they could escape. After this disaster the Paranid deserted this sector, and the pirates moved in.

Distant Altar

This lost Paranid sector was kept a secret, and revealed to the highest bidder.

Dominion

This new Argon sector was discovered by a secret service branch of the Argon Police known as the Dominion. A ship yard which specialises in new ships is in full production supplying mainly to the Argon Military.

Dreams

Argon Intelligence sector.

Duke's Citadel

Paranid Core sector to support the defense against local Pirates.

Earth

Human Solar System where terraformers ventured from many yazuras ago, destroying the original jump gate, cutting off all communications to their fellow race.

Gaian Star

Named after the famous Gaian peacemaker, cousin of the Rolk's family.

Goltab's Gate

Goltab's gate was the original sector where the famous gate was destroyed. Named after the great engineer Goltab and his younger brother OGREKILL who between them devised a method of destroying the gate with the small payload that remained on the carrier. Their family still continue to design and build new ship types for the Gorellik community. Pure masterpieces of engineering based on existing race ships, these ships will help secure the future of all the Gorellik race, if and when the time comes.

[Guild Heaven](#)

Home of the Guilds' Administration, this sector is now the central hub of all the guild memberships. Visitors to this sector are urged to sign up to suit their skill level and interests. Mercenaries, Taxi services and Traders are but just a few of the skills wanted.

[Gunn's Crusade](#)

A Split sector visited many jazuras ago by one of the first Earth explorers, Nathan R. Gunne.

[Hadley's Hope](#)

It is rumoured that this hidden sector has some strange phenomena. Argon scientists have been studying this area for many years and have decided that the sector is too unstable to populate. There have been many strange signals that cannot be verified as from any known race.

[Heaven's Assertion](#)

Emperor Xaar claimed this sector for his New Priesthood Order. This sector is out of the way from main trade routes and various Split spies are keeping watch on the building of new mines for outward sectors.

[Hollow Infinity](#)

Gateway to the secretive Paranid systems. Much mining equipment has been moved into these areas.

[Imperial Reign](#)

Whilst the Empire was on the verge of non-existence after suffering a major loss to the Rebellion Forces, Darth Vain, an apprentice secretly trained by Darth Vader before his ultimate demise, hid aboard an Imperial Star Destroyer that was disabled during that historic battle. For tazuras the ship floated helplessly in space. Darth Vain, now at a mature age, woke up only to find out that he had been hidden and placed in suspended animation for 20 Earth years or maybe longer as all the crew's remains were just skeletons spread all over the ship. Not knowing who and where he was, his basic instincts regained his awareness and he started to explore the ship. A sudden jolt knocked Darth Vain over. As he fell, he landed on the navigation panel and activated the remote systems navigation array. The ship hyperjumped and Darth Vain was rendered momentarily unconscious. He awoke once more after what seemed to have been a very short nap only to find that the ship had jumped to a part of the universe never seen before.

[Jupiter](#)

A human communications post, regularly scanning the universe for alien technology.

[Legend's Home](#)

A recent addition to the Goners, this sector has been christened after the legendary Noah Gaffelt.

[Lonely Dungeon](#)

Lonely Dungeon is a prison sector ordered by Velbar Strom, the new ruler of the Gorellik race. The prisons hold families that believe in sharing their community with other races. This concept is strongly forbidden throughout the Gorellik race.

Lost Profit

This lost Teladi sector was kept a secret, and revealed to the highest bidder.

Magrathea

Pirate Stronghold where illegal dealings go unpunished.

Mars

No information in database.

Menelaus' oasis

Princess Menelaus was given this sector as a birthday present from Queen Atreus. This has now become a less popular tourist attraction due to the danger that haunts this corner of the galaxy.

New Earth

When humans created a jumpgate to Alpha Centauri, they assumed that they would be able to travel in space. Before the jumpgate in the Earth sector became connected to the X-universe, they sent a colonist ship through it. Soon after, the ship lost connection with Earth as the gate was destroyed. Colonists settled near a planet in the Proxima Centauri system and named it New Earth as a memento to their Homeworld. Because of the lost connection they fell into a barbarian age. After the discovery of Freedom's Reach, a mercenary discoverer named Tlalok Thunder stumbled upon a gate that connects New Earth to the X-universe.

Northstar's Peace

This sector was populated in secret by the Goner. The intent is to create a platform from which they can colonise far away solar systems. Hidden amongst nearby Pirate systems, this sector is becoming very advanced in research. The Goner shipyard has a fine collection of salvaged ships to help protect a fleet that one day will transport citizens to the outer reaches of the universe and beyond. The ex-military Admiral Northstar lead many campaigns against the Xenon and was awarded the Holy Order of the Goners for his part in bringing peace to many sectors in the Galaxy. Northstar is now devoted to restoring order by bringing races together but occasionally sets off to wipe out those that would disturb this great peace.

Patriarch's Collusion

This sector is becoming very industrious for the Split Patriarch Family and is home to the great Cougar Patriarch and backbone of laser technology. Population is small but growing rapidly as manufacturing in the area increases.

Prophecy Fulfilled

A new Argon sector found by a Goner Priest, who believed that this was the gateway to Earth.

Purger's Vengeance

After losing his beloved family during the attack on President's End, Joshua "Purger" Thunderlance, once a successful Argon trader, sold all he owned. With nothing but anger left, he began scouring the universe looking for anyone willing to join his cause. With credits and cunning, Thunderlance built a fleet of mercenaries, pirates, and anyone else he could find. After a surprisingly short time, he aimed his newly built fleet at this once Kha'ak infested sector. In a final act of rage, Thunderlance rammed his flagship into the last remaining

Kha'ak carrier. The remnants of his fleet cleared the sector, and now ravage the area, labeled as pirates, and are determined to remain independent from the rest of the universe in his name.

[Pyramid Income](#)

Helping the Teladi economy is the new sector Pyramid Income. This sector was set up to assist in the fight against the Xenon attacks.

[Queen's Harbour](#)

Queen Atreus visited this new Boron Sector and opened it with the traditional swinging bottle against the hull of the Trading bock. It took 35 attempts to break the bottle.

[Queen's Retribution](#)

Home of Queen Atreus' second palace.

[Realm of Darkness](#)

An alien sector within the X Universe.

[Renegades Evanescence](#)

This sector was accidentally discovered by a Teladi freighter pilot from Merchant Haven. The pilot, high on spaceweed, wandered into the neighboring pirate sector Yeeber's Angst where, inevitably, his freighter came under attack. In his haste to escape, he ended up in a previously unknown sector. When finally he found his way back to Yeeber's Angst, he was captured by a pirate faction and forced to reveal the location of the new sector. The sector has since been used by the pirates as a hidden base, allowing them to launch raids against freighter convoys in the nearby systems. When pursued, the pirates flee to this system, in essence vanishing, which inspired the main race's name for this sector.

[Repository](#)

A new Teladi Sector that supports many new enterprises.

[Rhonkar's Might](#)

Another far reaching Split sector discovered by young Blarok Rhonkar on one of his spying missions near the Boron southern industrial regions. Home to the Rhonkar University which was established purely to train spies in special sabotage tactics. Head of the University and leading story critic Mastermue has been given total control of this sector. Mastermue himself was once a family Secret Agent.

[Rhonkar's Trial](#)

A Split Sector discovered soon after the Family Rhonkar came to power.

[Sanctity of Corruption](#)

Paranid mining sector.

Saturn

Terran Sector Saturn.

Secret Currents

This lost Boron sector was kept a secret, and revealed to the highest bidder.

Septum Atore

Septum Atore was found by the Pirates who needed a new base far from any police authorities and out of reach by many suspicious travelers. The system is fast becoming the drug capital of the universe as few military squadrons manage to leave the sector alive, even if they have managed to evade the Pirate sectors that surround this part of the galaxy. The neighboring Goners trade secretly with the Pirates, so neither will disrupt their hidden agendas.

Shadowlight's Heartbreak

Discovered by the infamous Pirate Leader, Shadowlight Darksun, this sector is a hive of illegal activity. After learning of his wife's death, Shadowlight fell into a deep depression and wandered the galaxy looking for peace. When he came upon this sector, he found it at the hands of an enemy pirate organization.

Sicor's Death Valley

Death Valley was the last stand to an epic battle. Sicor was awarded this sector by the Galactic Federation as payment for helping to defend all races during the long siege around Argon, Boron and Teladi space.

Simbiant Moon

Strom's new sector is the heart of Gorellik industry. The sector was discovered after the all seeing Strom proclaimed that even though the Gorellik race were peaceful, industry would provide a means of friendly relations with the other races who so far do not know of the Gorellik existence. Strom's prediction of the future shows that their race could not remain a secret for ever.

Spaceweed Grove

The hub of the drugs industry. This sector produces one third of the galaxies drug output; as a result many Pirates frequent this area.

Strom's Fortress

This sector houses the backbone of the mighty Gorellik fleet. The all-seeing Strom has ordered that a new fleet be built in readiness for an impending Kha'ak invasion.

Strom's Order

This is the core Gorellik sector, where the all-seeing Strom resides with his ancient government. It is rumored that the all seeing Strom family have the ability to see into the future as well as watch other race movements with the aid of tiny spy bots roaming the galaxy. The Gorellik race was founded by a break away Argon force that fled a great battle with the Xenon. The Admiral of the carrier was determined to keep away from trouble and branch off into an unknown part of space that could only be reached by one gate. This one gate was destroyed by the payload of the carrier in an attempt to hide their tracks. The Admiral of the carrier known as Galeb Strom used parts from the carrier storage bay to set up a new head quarters housing many citizens. The

new sector was rich in ore and silicon, so the materials needed to build factories and spread the community increased over many jazuras. The Strom Family still rule the new sectors and promote a secret race, which inevitably would be revealed to the other races. The fleet build up is in preparation for such a meeting.

[Tears of Greed](#)

A deep Pirate sector, very difficult to reach except for the nearby Goners who preach here regularly hoping for many repentant souls.

[The Shallows](#)

The Boron Media Minister, the Right Honorable Boro Pi, has been awarded this sector mainly to ensure that local sector mining is regulated so that other races do not consume all of the Kingdoms newly discovered precious minerals. This also includes surrounding sectors like Reservoir of Tranquility.

[Tree of Life](#)

Observes Research Sector. Home of many scientists designated to new projects and safely guarded secrets within the known galaxy.

[Third redemption](#)

Paranid mining system.

[Twisted Skies](#)

Last Pirate sector before the new Paranid worlds.

[Veil of Delusion](#)

A sector with a busy economy and second capital of the Boron race. Relations with the near by Paranid are improving, but the Queen has many forces on standby.

[Vestibule of Creation](#)

The gate to the southern Kingdom, this sector is a front-line defense against the local Pirate factions.

[Xenon Core Sector](#)

This is believed to be the Core Xenon Sector, the nerve center of the robotic race. The command station sends out signals for attack patterns on all other races and controls the mighty Xenon Fleet across the Universe.

[Xperiment](#)

This is the center of the universe and has been taken over recently by the Xperiment Community, hence the name. This sector includes huge office spaces where scripters, modelers and modders work to bring the community a wider and more enjoyable game experience.

Yeebers' Angst

Long ago a mad explorer was driven insane by the rigors of testing new space kits and installations. The incessant door knocking from Goners trying their best to convert him was enough to drive him into exile and settle in this far out sector which is slowly becoming a no go area for traveling monks.

Zi'ian Three

During the great Xenon conflict the gate in this sector was destroyed by an Argon Admiral. No one knows what happened to the Admiral and his crew many jazuras ago.

Zi'ian Two

A Mysterious sector.

Scripts

Advanced Jumpdrive: Cycrow

Description	Advanced jumpdrive for free energy jumps if installed.
Availability	Requires the targeting scanners upgrade as well as the Advanced jumpdrive to function. You can also assign keys to Store and jump to that position at the controls menu under the interface tab. These upgrades can only be purchased from the Equipment Dock in Cycrow's Sanctum.
BBS Items	None.
Instructions	Energy Generator to generate energy to power a jump (you still require a jumpdrive). Jumpdrive Targeting Scanners - to jump somewhere other than the gate. Advanced Jumpdrive - A Energy Generator and Jumpdrive in one. To juse the energy free jumpdrive you goto the ship's navigation commands and select the 'Energy Free Jump' command and select the sector.
Specifications	Once installed you can jump with a full cargo hold but no energy onboard.

Advanced Mineral Scanner: A dJ

Description	Advanced Mineral Scanning device.
Availability	It is available for purchase at a few Teladi Space equipment Docks. Includes a specially designed heavy-duty power switch. (Artificial Life setting)
BBS Items	1x Advertisement (Entire X-Universe) 2x Tech-news (Teladi/Paranid sectors) 3x Different offers for selling the device (2x Entire X-Universe/1x for you to find)
Instructions	Scan: Get within range of the asteroids to scan, and then slow your ship to a crawl. Switch on/off: press Escape, click Game play, click Artificial Life settings & select mode.
Specifications	Max Operating Speed: 34km/h Max Scanning Range: Currently installed scanning equipment (none/duplex/triplex) Scanning Interval: 2s Scanning Delay: 100ms Current Price: 158,203 credits.

Advanced Thruster Control: Cycrow

Description	This script adds a new upgrade, the Advanced Thruster Control.
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum.
Instructions	Before you can make use of the advanced thruster control, you need to set the hotkey, this is done in the controls menu under the interface tab. Set the key for "Thruster Override". To enable the thruster control, simply press the hotkey, press it again to deactivate it. When activated it will cause your ship to carry on traveling in the same direction regardless of what direction you're facing. This will allow you to turn the ship around to shoot what's behind you while still traveling away from them. When uninstalling from the Script Manager, you need to run the game after uninstalling so the uninstall scripts can run and remove everything from the game. After running the game, use the option in the Script Manager to remove these uninstall scripts.

Afterburner MK1 +MK2: Cycrow

Description	This script adds two available upgrades for your ship. The MK1 Afterburner: Allows a small ship to travel faster while its activated. The MK2 Afterburner: Allows a capitol class ship (TL/M2/M1) to travel faster while it is activated.
Availability	These upgrades can only be purchased from the Equipment Dock in Cycrow's Sanctum.
BBS Items	None.
Instructions	Purchase the appropriate afterburner. In the controls options, go to the Interface tab, and near the bottom you will find a section called Extensions. The hotkey for Afterburn will be in this section, just assign a key to it like you would any other control.

Description	<p>This script adds two available upgrades for your ship.</p> <p>The MK1 Afterburner: Allows a small ship to travel faster while its activated.</p> <p>The MK2 Afterburner: Allows a capitol class ship (TL/M2/M1) to travel faster while it is activated.</p>
	<p>Then simply press the hotkey to turn the afterburner on and off.</p> <p>Pressing the hotkey will toggle whether the afterburner is on or not.</p> <p><u>MK1 Afterburner:</u></p> <p>The afterburner requires 5 energy cells to start up and 1 every few seconds to keep running. The afterburner will only activate if there is at least 10 energy cells in the cargo hold. It will also work with just 1 spacefly, the spacefly will power up the afterburner as well as maintain it so no additional energy is required</p> <p><u>MK2 Afterburner:</u></p> <p>The MK2 requires 50 energy cells to start up and uses 5 every few seconds to keep running. The MK2 will only activate if there is at least 100 energy cells available. The MK2 can also use spaceflies, but requires 5 to activate, and doesn't require any additional energy to run.</p>
Specifications	N/A

Anarkis Carrier Commands: Serial Kicked

Description	<p>This script adds various commands for TL and M1 class ships to simplify the handling of the docked ships . It allows you to mass assign an homebase to your docked fighters, to launch offensive and defensive fighter wings and to easily resupply your ships and carrier.</p>
Availability	<p>The Fight Software Mk2 must be installed on the carrier. This script also add 2 shortcut keys (that can be set in you Control menu) to dock all ships or clean the current sector when the player is flying a M1 or a TL.</p>
BBS Items	None
Instructions	<p>Some commands in the "Additional Command Slots" of your TL and M1:</p> <ul style="list-style-type: none"> • Automate Carrier • Set Battle Tactics <p>The following additional commands become available on your carrier's General menu:</p> <ul style="list-style-type: none"> • Set as homebase • Equip docked ships with... • Refuel Carrier with... • Defensive Wing • Attack Wing against... • Clear Sector • Dock all ships • Automate Carrier • Set Battle Tactics
Specifications	<p>* ACC: Set as homebase All the docked ships in your carrier will have their homebase set to this carrier. They will be renamed according to the carrier name : "Carrier - Ship Class - number".</p> <p>* ACC: Equip docked ships with... Will allow to transfer the same amount of a ware (like missiles or e.cells) from the carrier to all the docked ships.</p> <p>* ACC: Refuel Carrier with... Will allow you to easily refuel a carrier. Select a ware, a quantity and a maximum range (in sectors) and the command will automatically choose the best station. Multiple ships (if needed) will go to the factory to buy the product.</p> <p>* ACC: Defensive Wing Will send a wing of a specified size to protect the carrier. It'll automatically use mixed M3/4/5 when you're are in sector, and it'll only use M3 when OOS. Ships with less than 20% shield or than 80% hull will dock to the carrier and will be replaced by others from the carrier.</p> <p>* ACC: Attack Wing against... Will send a wing of a specified amount of fighters to attack a specified target. Ships with less than 80% of hull will return to the carrier automatically. The ships will fly in formation (so a mixed group of M3/4/5 will arrive at the same time on the target). This is a command designed to attack ONE target. If you need to destroy multiple enemy targets use the clean sector command.</p> <p>* ACC: Clear Sector Will send ships to clean the sector from all enemy activity. All docked ships will be used. 1/5 of the</p>

	<p>ships will be ordered to defend the carrier.</p> <p>* ACC: Dock all ships All ships owned by the carrier will be ordered to return home. Ships that are 2+ jumps away will try to use the jumpdrive (if available). You should always use this command to recall ships you've launched using the ACC commands.</p> <p>There's also some commands in the "Additional Command Slots" of your TL and M1:</p> <p>* ACC: Automate Carrier The ship will automatically attack and defend itself according to the enemies in the sector. It'll also send you a warning message when there's too many dangerous enemies near it. Very useful when you set your carrier on patrol.</p> <p>* ACC: Set Battle Tactics This command will show a menu to change how the fighters will act in battle. You will be allowed to change how much damage a ship is allowed to take, the missile usage, etc.</p>
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Asteroid Creator: Saint Ashley

Description	Need more info :)
Availability	
BBS Items	None
Instructions	
Specifications	N/A

Autotransfer Alternative and Station Profit Monitoring: fortysix2nz

Description	A better auto transfer of station funds and monitoring utility.
Availability	This handy function replaces the built in "Auto-transfer Credits to Player" station command with "Auto-transfer Credits". This functions the same as the official script.
Instructions	<p>Auto-transfer Alternative: Functions as the original does, but keeps a record of how much credits have been transferred. Using the "Request Update" station command will create a readout of the stations total credits made and credit making rate in the player's logbook.</p> <p>2. Profit Monitoring: This is quite a simple tool. It requires you to be running Auto-transfer Alternative to work. Choose Monitor Station in the station commands to activate. You will be asked for a 5-digit number for the log file name and how many minutes between updates. I like 5 minutes.</p> <p>The script will make sure you have not duplicated log book entries between stations, and if so will not run and leave a message in the log book with details of the station using that particular log file. At this stage, you can only use a log number once for ever, until I can figure out a (elegant) way around it. You can deactivate the script on a station and then activate the script on the same station, and this will accept the same log entry as previously used on the station.</p> <p>The output file is located in the X3 directory on your computer in a file named logXXXXX.txt, where XXXXX is the 5-digit number chosen for that station. The file consists of two headings and two columns of data. The left column is the time in minutes while the right column is the credits made. The columns are separated by comma delimiters. You can import this into a spreadsheet for charting or analysis.</p>

BBS Advertisements: Cycrow

Description	Advertises various scripts and upgrades on the BBS.
Availability	BBS System
BBS Items	<p>System Override Software MK2 - Cycrow</p> <p>Afterburner - Cycrow</p> <p>Salvage Claim Software - TECSG</p> <p>Heavy Assault Capture Technology - The Empire/LV</p> <p>Freight Transporter Upgrade - The Empire/LV</p> <p>Self Repairing Hull Technology - The Empire/LV</p> <p>Advanced Mineral Scanner - A dJ</p> <p>Winnable Lottery - Cycrow</p> <p>Assassins Guild - Cycrow</p> <p>Mercenaries Guild - Cycrow</p>

Description	Advertises various scripts and upgrades on the BBS.
	Bounty Hunters Guild - Cycrow Smugglers Guild - Cycrow Merchants Guild - Cycrow Deathmatch Arena - The Empire/LV

BBS Extras: Cycrow

Description	Adds various items onto the BBS.
Availability	BBS
BBS Items	Station Positions Gate Positions Buying Capitol Ships Winnable Lottery Insurance Dealer Reputation Hack Goner Dealer
Specifications	<p>Station Positions An offer to sell you the position data for all stations in the sector; when accepting, this will reveal all the stations onto your sector map, so you don't have to search around for them. This is available from trading stations.</p> <p>Gate Positions Like the station positions, this reveals all the gates in a sector, so it's handy if you're having trouble finding a gate.</p> <p>Buying Capitol Ships Available in pirate bases, this will give an offer to buy a capitol ship, there will be an m6, m2 and m1 available. The price you pay will be the same as what it costs at a shipyard, but the ship will be damaged so you have to pay to get it repaired. This is for when you don't have the rep to buy one from a shipyard and have to rely on pirate ship traders instead. When buying, you will be told the sector it's in. The ship will be protected by Yaki, taking out all the Yaki will turn the ship over to you.</p> <p>Winnable Lottery This script adds a BBS entry to allow you to enter a lottery that you can win ships and money. Prizes: 1'000'000 Cash Prize 1'500'000 Cash Prize 2'000'000 Cash Prize Any M5 Class Ship include variants Any M4 Class Ship include variants Any M3 Class Ship include variants All you need to do is pick one of the numbers, the lottery tickets, and you will be notified a bit later if you win and you will get your prize</p> <p>Insurance Dealer This script adds a BBS entry to allow you to buy salvage insurance from the BBS. The cost will be a bit more than what it would cost from the Goner temple, but would be more convenient when you're on the other side of the universe.</p> <p>Reputation Hack Available from pirate stations, a pirate hacker will offer to hack your race reputation so you can become friendlier with them; the cost will vary depending on how bad your reputation is. This will only be available if you have a low reputation and will put you up to just about friendly terms, i.e. midway up the ranks. If you're already that high, then you won't be able to use it to go higher.</p> <p>Goner Dealer You will find a Goner dealer selling jump drives and transporter devices on the BBS to install on your ship. However, the price would be more than it would cost at the Goner temple.</p>

Bulk Transporter Upgrade: al_main

Description	Allows equipped ships to beam cargo and trade with stations .
Availability	Purchased from Teladi Equipment Docks
BBS Items	None
Instructions	When equipped with a transporter device the upgrade alllows capital class ships (TL, M1 and M2) to beam cargo directly from the cargo hold of a player owned station, and to trade with NPC stations. As with transporter devices the bulk beam upgrade has a limited range of 5km as the Transporter device is still the underlying technology. If the command is activated from too far away the ship will fly to within range and

	then use the transporter device. The price charged by trading in this way will be the price of the goods when the ship has reached the station.
Specifications	N/A

Capitol Ship Crews: Cycrow

Description	This script adds the ability to hire crews for your capitol ships to improve them or to perform certain tasks.
Availability	Crews become available from the BBS.
Instructions	

Crews

Currently, the only crew members available are the mechanics.

Crews require money, and you have to pay them every hour; the payment is automatic. If you fail to pay your crew members, i.e. you don't have enough money, the crewmembers will start to lose morale. Crewmembers have certain stats that affect their performance.

Managing - The ability to manage the workers in their department.

Morale - How happy they are, the higher their moral, and the better they work. The harder they work, the lower their morale will drop.

Mechanics:

Hiring mechanics will help to slowly repair your ships. Mechanics also have the Repairing stat, which shows how good they are at repairing ships. Mechanics will also repair any docked ships.

Hiring Crews:

You can find adverts about the crews available on the BBS. Once hired, they will be ready for you to use. You just have to assign them to one of your ships.

Crew Management

In the ships additional commands slot on any capitol class ship, you will find the option for Crew Management. This allows you to assign crews to your ship, or unassign the crews from your ship. You can also fire crew members and view the current members that have no jobs.

Assigning Crew Members:

From the Crew management, you can assign available crew members to your ship, select the option to assign crew members. Then select the job type you want to assign, i.e. Chief Mechanic. Then you will have to choose one of the available crew members that don't currently have a job. Once selected, they will then be assigned to that ship.

Un-assigning Crew Members:

If you want to fire or move crew members to another ship, you must first unassign them. This is done via the Crew Management option, and then select unassign crew members. You will be given a list of the current crew members on your ship, and then just select them to unassign them. Once unassigned, they will be available to assign to another ship.

Firing Crew Members:

If you don't need the crew member anymore, you can select the Fire Crew option in the Crew Management. You will then need to select the crew member you wish to fire and confirm the selection. Once fired, you will no longer be able to use this crew member.

Crew Reports:

Another option in the ships additional command slots is the Crew Reports.

This displays the current crew members on the ship. Selecting the individual crew member will bring up their stats, including the cost to run their department, and number of workers assigned.

Workers:

Workers can be assigned to your various crews to improve them. I.e. adding workers to the chief mechanic will increase the speed that a ship gets repaired.

Workers have 5 different levels, the better they are, the more effective they will be. The crew members managing stat will determine how well they will work. To hire workers, you have options via the crew reports of your chief crew member, where you will have options to assign and remove workers.

Workers can be found on the BBS; when hiring them, they go in your global crew members, which can be viewed via the crew management. Once hired, you will need to assign them to your ships.

Hotkeys:

There are two hotkeys added that can be used instead of the command slots. To use the hotkey, you must first target the capitol ship you wish to use it on, if no capitol ship is targeted, it will use your current ship.

1. Crew Management: opens up the crew management screen.
2. Mechanics: opens up the crew report for the chief mechanic.

Cargo Delivery System: Klaatu

Description	Adds two ware delivery commands.
Availability	Access through the ship's Trade menu, Trade Software Mark II required.
BBS Items	None
Instructions	<p>One Way Delivery: Delivers a ware from one of your stations to another and returns empty. This it will do forever and ever and ever....</p> <p>Two Way Delivery: Delivers a ware from one of your stations to another and returns with a second ware. This it will do forever and ever and ever....</p>
Specifications	<p>Why do I need this?</p> <p>Imagine you have an industrial complex that needs silicon and a silicon mine that needs energy. With CDS you can assign a freighter to deliver energy from your complex to the mine and return with the silicon. No money is involved. This way you can give the mine zero credits and it will work nevertheless. Industrial complexes can now become truly self sufficient even without being connected to a mine. The software does not discriminate between products and resources. This means you can load energy cells from a complex although it uses it as a resource.</p> <p>When does it stop working?:</p> <p>If the hull of your ship drops below 80% or if one of the stations is destroyed it will fly to the nearest shipyard and send you a message.</p> <p>Features:</p> <p>Freighter transports a) one ware from one player-owned station to another [1Way] or b) one ware from one station to another and a second ware from that station back to the first [2Way], until told otherwise.</p> <p>Report the status of the ship as it goes about its work.</p> <p>Indicates the ship's current destination.</p> <p>Restarts itself in the event of a new version, so no need to reissue orders to already assigned freighters.</p> <p>The last 10% of a station's stock is off limits to the CDS freighters.</p> <p>Freighters wait until they can haul at least 10% of their capacity before venturing forth.</p> <p>Built-in intelligence avoids a deadlock in case a 2-Way freighter can't load that 10%.</p> <p>Jump drives are used if present. The necessary energy is taken from the departing station automatically.</p> <p>Cargo is transferred among the stations without any credit changing hands. The only expense is the fuel for the jump drive (if present).</p>

Cargobay Energy Divert System: Cycrow

Description	Allows equipped ships to beam cargo and trade with stations .
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum. Requires hotkey setting in Controls section of the Interface tab.
BBS Items	None
Instructions	<p>It uses a hotkey to activate and deactivate the device and reduces your cargo bay size to give you a boost of speed. Deactivating the device will restore your cargo space.</p> <p>To use you first need to setup the hotkey, found in the controls options under the interface tab. And you also need to by the Divert System and have it installed on your ship.</p>
Specifications	N/A

Complex Manager: Naffarin

Description	Installs two new commands into the station command console, that allow to add or remove intermediate products to the sellable product list.
Availability	Enter station menu and open the command console of the station, two new commands "Add product" and "Remove product" will be available.
BBS Items	None
Instructions	After selecting one of the two, a selection list containing ALL wares of the station will appear, so you have

	to select one of the intermediate products on your own. The script should be tolerant enough to do nothing if a resource or product is chosen, so it shouldn't cause any trouble.
Specifications	

Deathmatch Arena ALP: LV

Description	AL Plug-in providing Player Death matches.
Availability	This plug-in, once installed, will run in the Artificial Life menu automatically. The plug-in can be disabled in the same way as any other AL plug-in.
BBS Items	None
Instructions	<p>DMA offers death matches in random low-level sectors of various difficulties for cash/ware/station and ship rewards. DMA will also give you both Imperial and insane rewards unless you choose the safe cash option. The further you go and the higher level you choose will affect your ultimate points score and you will be given the option to leave the arena.</p> <p>When you are offered a mission and you accept check your Global Menu for ships and you will see the Death match timer running down in anticipation of you entering the sector.</p> <p>Conditions of entry DMA has its own combat ranking system; players gain rank by killing ships in the arena and until certain ranks are achieved no other player combat ships will be allowed in the sector, any found will be dealt with.</p> <p>Salvage insurance/Adv Sats/Scanners will be liberated from your ship while the game is running.</p> <p>Stations On the off chance you try your luck and gain a station that sells a completely pointless ware, check its secondary command menu, the command "Sell Products to Free traders" will be available once you have enough products.</p> <p>WARNING - This AL Plug in will kick your butt! It is for combat freaks unless you try it on 'Easy'. You have been warned.</p>

Dock TS Ships On TL Class: LV

Description	Dock/Undock TS/TP Class at TL or M1
Availability	Found in the ships navigation menu as "Dock Transport".
BBS Items	None
Instructions	The command will work on TS + TP class ships for docking at TLs as long as they have a free docking bay. The script has been updated so you choose the ship you want to dock with or undock from via the command and your ship will dock. If it is in another sector it will fly to the specified TL.
Specifications	<p>Also added, TP class ships can now dock at M1 Class Carriers.</p> <p>The dock TS command will also remove the ship from your TL in sector, (OOS you can use the Egosoft Fly To Sector Script).</p> <p>WARNING: You must not be in the ship when docking it or undocking or you will stranded in-between the game and the twilight zone.</p>

ECM system: Cycrow

Description	Adds a new ship system (ECM System) that allows you to destroy incoming missiles. It is loosely based on milling_hordsmans X2 ECM script.
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum.
BBS Items	None
Instructions	<p>Assign a hotkey for 'Launch ECM' via the Controls menu on the interface tab.</p> <p>Requires ECM System and ECM Powercells (3 types) installed.</p> <p>Press the hotkey to activate.</p> <p>Each time you use the ECM, it uses up one power cell.</p> <p>There are 3 types of power cell available.</p> <p>Depending on how effective the power cell is, it will cause the missile to either self-destruct or loose control.</p>

Specifications	<p>Power Cell types:</p> <ol style="list-style-type: none"> 1. Basic - ~1500 credits each, about 20% effective in a range of 500m. 2. Enhanced - ~2500 credits each, about 40% effective in a range of 500m. 3. Advanced - ~6000 credits each, about 80% effective in a range of 1km. <p>It uses a hotkey to activate, once the hotkey is set, just press it to launch the ECM. If you have multiple types of power cells, it will use the best ones first.</p> <p>When uninstalling from the Script Manager, you need to run the game after uninstalling so the uninstall scripts can run and remove everything from the game. After running the game, use the option in the Script Manager to remove these uninstall scripts.</p>
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EMP Blast Cannon: Cycrow

Description	Adds a new ship system (EMP Blast Cannon) that allows you take down shields.
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum.
BBS Items	None
Instructions	<p>Assign a hotkey for 'Fire Electro-Magnetic Pulse' via the Controls menu on the interface tab.</p> <p>Requires EMP Blast Cannon and EMP Charges (3 types) installed.</p> <p>Press the hotkey to activate.</p> <p>Each time you use the EMP, it uses up one charge.</p> <p>There are 3 types of EMP Charge cell available.</p> <p>The device needs to be charged between uses, so after you fire you wont be able to use it for another few minutes.</p>
Specifications	<p>It sends out an EMP blast in a wave from the ship which damages ships shields within range.</p> <p>The more powerful charges will damage more of the ships shields, it's capable of damaging all ships within range.</p> <p>EMP Charge Types:</p> <ol style="list-style-type: none"> 1. Basic EMP Charge - Costs around 100,000 credits each, has a range of 2km. 2. Enhanced EMP Charge - Costs around 200,000 credits each, has a range of 1km. <p>Advanced EMP Charge - Costs around 500,000 credits each, has a range of 1km.</p> <p>Uninstalling:</p> <p>When uninstalling from the Script Manager, you need to run the game after uninstalling so the uninstall scripts can run and remove everything from the game. After running the game, use the option in the Script Manager to remove these uninstall scripts.</p>

Escort :ALP : LV

Description	AL Plug-in providing simple escort missions.
Availability	To disable the plug-in go into your Artificial Life setting and set it from Yes to No.
BBS Items	None
Instructions	A plug-in that will have NPC ships on a flight plan between sectors or stations. These ships will randomly hail you with a request for protection (escort) to their destination. On most occasions this will involve nothing more than taking in the scenery and following the ship, but the more the value of the ship the more chance it will come to the attention of Pirate and Yaki ships. If the ship gets to it's destination in one piece and has not endured any of your laser fire then you will be paid. Payments are dependent on distance to destination and also your trade and fight ranks.
Specifications	<p>E.g. Ship wants to fly to 1 sector away at the very beginning of the game; you will receive about 1500 credits. If you were to be a Mogul and Warlord that would offer much, much more.</p> <p>TS ships will be the ones who usually ask for your services but you should take note of other classes as they may pay more.</p>

Explorer Software: Moggy2

Description	The Explorer Software is a cheap software upgrade. Once installed on a ship the upgrade provides 3 new commands.
Availability	Available from Teladi Equipment docks
BBS Items	None
Instructions	<p>Navigation -> Fly Through gate...</p> <p>- This command allows you to specify a gate to fly through. In difference to the fly to sector command, this allows you to fly through gates where the destination sector has not previously been visited.</p> <p>Navigation -> explore sector...</p>

	<ul style="list-style-type: none"> - This command causes the ship to fly in circles round the sector, revealing stations, gates and asteroids as they pass within scanner range. - To use the command you select a central point around which to explore, set a maximum range from that point to explore and set a "ecliptic variance". - This can be used to reveal a new sector or to locate a hard to find gate. <p>Special -> scan asteroid(s)</p> <ul style="list-style-type: none"> - This command will scan asteroids in the sector. - Select the first asteroid to scan, then set the maximum number of asteroids to scan.
Specifications	

Fleet Support Ship Software (FSUP): Xai Corporation

Description	Set of commands to re-supply fleets, deploy and retrieve assets
Availability	Available to M5, M4, TP and TS class vessels.
BBS Items	None
Instructions	Adds commands to Re Supply Group, Ship, Drop and Retrieve Freight
Specifications	<p>The satellite deployment feature of this script allows you to place more than one satellite in a sector. To do this the second satellite must be positioned at least 20km away from the first.</p> <p>Commands:</p> <p>1: Re-supply ship. This command will cause the scout to fetch goods and transfer them to the target ship. Specifying a greater quantity than the scout can hold in it's cargo bay will cause it to repeat the journey until the required amount has been delivered. Software upgrades can also be delivered.</p> <p>2: Re-supply group. Same as Re-supply ship, but will supply every ship in the fleet, if possible.</p> <p>3: Drop Freight. This command will drop freight at a specified point. If a navigation satellite is selected then it will start dropping satellites in other sectors in the same position, buying more satellites as needed. If a Squash mine is selected then it will start laying a 2x2x2 grid of Squash mines 2km apart, buying more as needed, and then calling you to have them activated. If a fighter drone is selected a random number of fighters will be launched.</p> <p>4: Retrieve Deployed Items This command will retrieve deployed items such as laser towers, squash mines, satellites and drones. It will command any fighter drones in scanner range to STAY, then pick them up if the ship has enough cargo bay space. It will pick up multiple items within 10km range of the initial target.</p>

Freight Transporter Upgrade: LV

Description	Allows a ship to beam aboard flying ware within 3km.
Availability	Boron Trading Stations, available from the Custom menu when installed. Requires Transporter Device.
BBS Items	None
Instructions	Ships that have the upgrade installed in addition to a transporter device can beam any flying ware which is within 3k of their ship as long as they have space in the cargo hold.
Specifications	

Jumpdrive kits ALP : LV

Description	Adds Jumpdrive kits (JDK) that will install as a Jumpdrive on your ships.
Availability	Both the Goner Temple and the Equipment Dock in Black Hole Sun will purchase JDKs from you.
BBS Items	None
Instructions	Each kit costs 10k and the charge for installing is \$94k making it just a touch higher priced than the normal Jumpdrive as it also installs 1 unit of Navigation Software. When a ship is carrying JDK's, the command "Install Jumpdrive" will be available on that ship and when chosen it will install a Jumpdrive.
Specifications	On loading the plug-in, two stations will be built by the Goners in Cloudbase Southwest and Black Hole Sun. These stations will build Jumpdrive Kits, which can be converted into Jumpdrives. If the station is destroyed or magically disappears it will re-build itself.

	There is a very small chance there will be damage to the ship on installing a kit.
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Jump to me command: Cycrow

Description	Adds a command to your ships to allow them to jump to your sector.
Availability	To use the command you need the navigation software MK1 and a Jumpdrive installed. The command wont be available for your current ship, only the ones you're not piloting and will only be available if they are in a different sector.
BBS Items	None
Instructions	Once selected and you ship has enough energy cells to jump, the ship will jump to the closest gate to you and fly to you until it's close enough. There are 3 commands to use, the standard Jump To Me command, and the Attack and Protect commands. The attack command will jump to your ship and start to attack your target. The protect command will jump to your ship and start to protect your ship.
Specifications	If there is not enough energy cells available for the jump, you will get a message asking if you want to pay extra for the jump. This will allow your ship to jump without the need for energy cells but will cost you a lot more. It works by putting the energy cells in your cargo hold so the jumpdrive can activate. Not enough room for energy If there is no room to put the energy cells for the complete jump, it will attempt to jump in steps by working out the maximum amount of energy you can fit in the hold and how far it will take you and will jump the furthest distance possible then repeat the process until it reaches the players sector.

M6 Command Extension: Apricotslice

Description	Allows M6 ships to use Trading System MK3 commands.
Availability	Available under the Trade menu.
BBS Items	None
Instructions	Adds Sector Trader, Universal Trader and Collect Ware to M6 menus,
Specifications	N/A

Manual Trade Commands (MTC): Xai Corporation

Description	A set of commands to help when ordering remote transports to buy or sell a particular ware or at a particular station. (Not factory supply)
Availability	
BBS Items	None
Instructions	3 commands are provided: - Manual Trade Run - XaiCorp. Best Buy - XaiCorp. Best Sell
Specifications	Manual Trade Run Simply specify the product and station to buy at, and the destination station to sell at. No fancy calculations are done; the ship simply carries out the command. This is useful when starting out as it reduces the number of commands given to a manual remote trader from 4 to 1. XaiCorp. Best Buy / Sell Select a ware and specify a range and the command will automatically select the best location in range.

Match Speed: DesertEagle

Description	Adds a hotkey to match your target's speed.
Availability	
BBS Items	None
Instructions	Assign a hotkey for 'Match Speed of Targeted via the Controls menu on the interface tab. Now, by pressing the "Match Speed" key, you will set your speed to the current speed of the targeted ship.
Specifications	Note that you may need to press the key again if your opponent changes speed. Also note that the feature is intelligent enough to slow you down a bit if using it would cause you to crash into the other guy. That

	said, hovering is still risky business! To uninstall, run MatchSpeed. Uninstall from the scripts menu.
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Medusa Rapid Fire Missile Interface: ALP : LV

Description	Plug-in which offers multiple enemies targeting and defense commands.
Availability	The Medusa Interface is available from Paranid Equipment Docks for 600k.
BBS Items	None
Instructions	Once a ship is equipped you will gain "Fire Medusa" "Deploy Countermeasures" commands in your Combat Menu.
Specifications	<p>Fire Medusa</p> <p>Choosing this command will fire whatever missile you currently have installed at all incoming enemy ships within a 10k radius. Choosing this option via the Combat menu will require you to set a yield. If the yield is 1 then only one missile is fired at each ship, if the yield is 5 then 5 missiles will be fired at each ship. Using the hotkey will fire 1 missile by default.</p> <p>Also added a few more missile types to ships and removed all Typhoon missiles from sale. These missiles can now only be found on ships. The price has also been lowered so they are used for fighting instead of easy credits.</p> <p>Deploy Countermeasures</p> <p>As long as you have Mosquito missiles installed this command will take out any incoming missiles.</p>

Missile Targeting Software: Cycrow

Description	Adds 'Missile Targeting Software'
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum.
BBS Items	None
Instructions	Set the hotkey for 'Missile Target Cycle' and 'Target Nearest Missile' in the Interface tab of the Controls menu. Press the appropriate hotkey.
Specifications	<p>Using Software</p> <p>There are 2 hotkeys available: The first, will set your target to the next missile currently aiming at you, each time you press it, it cycles through the missiles.</p> <p>The second hotkey allows you to target the closest missile to you.</p> <p>This allows you to easily target any incoming missiles.</p> <p>Uninstalling</p> <p>When uninstalling from the Script Manager, you need to run the game after uninstalling so the uninstall scripts can run and remove everything from the game. After running the game, use the option in the Script Manager to remove these uninstall scripts.</p>

Mobile Mining and Mineral Collection: Bunny

Description	Mines and collects rocks and delivers them to a home base.
Availability	Special Command Software, Ore Collector, Mineral Scanner and Weapon required. Optional : Jumpdrive or Triplex Scanner.
BBS Items	None
Instructions	<p>Give the collecting ship the required equipment and a home base that uses minerals.</p> <p>Select "Collect Minerals..." in the special commands menu.</p> <p>Select the worked sector in which mining/collection is to be made.</p> <p>Note: Switch off turret commands before starting the software. Not doing so can sometimes result in it stopping the ship shooting rocks.</p>
Specifications	<p>Features:</p> <p>Mines/Collects only the minerals carried by the home base (product or resource).</p> <p>Delivers collected minerals to home base and resumes collecting in the worked sector.</p> <p>In addition to its scanner, the ship will check satellites (nav & adv) in the worked sector to locate rocks within their sensor range.</p> <p>Uses a jump drive if one is fitted (energy will be taken from the home base for a round trip).</p> <p>A very reasonable small charge is made for each unit of minerals delivered.</p> <p>1 unit ore = 13 credits</p> <p>1 unit silicon = 50 credits</p>

	<p>1 unit Nividium = 1610 credits This covers pilot wages and costs.</p> <p>If a delivery to the home base fails to empty the cargo bay to less than 90% full the ship will wait in the home sector for 10-20 mins before attempting to deliver to the home base again. This prevents camping in docking slots and allows the station to use up minerals.</p> <p>The ship will resume collection after a successful delivery. Contains code to prevent multiple collection ships bunching up/forming convoys, which would otherwise reduce collection efficiency.</p> <p>The ship ignores yield zero rocks.</p> <p>If the ship is fitted with a weapon, it will break up rocks for collection (unarmed ships will just collect available fragments). Preferential mining of small rocks. Large rocks will only be broken up when necessary. This approach keeps the number of rocks in a sector as low as possible.</p> <p>Ship alternates between collecting and mining rocks. The weapon turret with the most fire power is selected for breaking rocks.</p> <p>The ship will stop and wait for its shields to fully recharge after a rock collision.</p> <p>Balanced collection of all minerals that a station uses. This means if the station has more than 90% full stock of one mineral then ships will concentrate on collecting the other types that are required. If a station has all mineral stock levels above 90%, the ship will wait in the home sector until they fall below this limit.</p>
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Overtune: Cycrow

Description	This script adds a random occurrence on the BBS to allow you to overtune your ship.
Availability	This can be disabled in the Artificial Life Settings.
BBS Items	Sale of Speed Overtune. Sale of Rudder Overtune.
Instructions	It's best to do it when the ship is already fully tuned, so it will go faster than is usually possible for that ship.
Specifications	The price is roughly half the price of you ship and will cost more for each tuning you put on the ship. It also adds random occurrence to the BBS to optimize your ships rudder to make the ship more manouverable. If you overtune the ship too much, it will start to use your shields energy to maintain its speed.

Passenger Slaves: Cycrow

Description	Adds a command to turn passengers into slaves so that you can then sell them.
Availability	Command added to Piracy menu.
BBS Items	None
Instructions	Whenever you have passengers in your cargo hold the command in the piracy menu will appear which will turn all the passengers to slaves
Specifications	

Player Response Fleets: LV

Description	Provides Jump networking commands for Player fleets.
Availability	This can be disabled in the Artificial Life Settings. At the current time the Rapid Response System is only available at Argon Equipment Docks for 116,000 credits .
BBS Items	None
Instructions	<p>Welcome to the Quick Reaction Force Network, The Argon Federal Government had become increasingly concerned by the reemergence of Xenon forces in Xenon Sector 472 and other sectors.</p> <p>They believed that the Xenon are using some advanced beacon technology to allow their forces to jump accurately back into X472. Over recent Mazuras, their research scientists, aboard the once-secret Federal Argon Installation in Black Hole Sun, have been working tirelessly to counter the threat posed by the random reappearance of the Xenon.</p> <p>The pioneering of this technology has been greeted with even more enthusiasm since the recent invasion and subsequent incursions into our space, prompting the scientific establishments of the other four races to join forces with the Argon in the development of the technology and network.</p>

	<p>In a determined effort to counter the old threat from the Xenon and the new more pressing threat posed by the Khaak, the governments of the races have combined parts of their strategic surveillance networks to form what they now call the Universal Surveillance Network (USN).</p> <p>The high cost of maintaining this network and the military need to increase the potency of the network in countering these threats has led to the creation of the QRF Network. The governments of the races have decided that leasing out bandwidth of the network to large corporations and experienced fleet commanders will increase the likelihood of potential threats being dealt with more quickly.</p> <p>Our scientists have discovered the Rapid Response System and have been able to link ships, equipped with one such device, to the USN. An equipped ship will be assigned to monitor advanced satellites linked into the QRF network, so that in the event of an enemy force being detected, the ship or ships can jump into the sector to respond quickly to the emergent threat.</p>
Specifications	

Race Response Fleets: LV

Description	Makes a race's response to aggression much more realistic.
Availability	This can be disabled in the Artificial Life Settings.
BBS Items	None
Instructions	<p>Players entertaining the notion they can still go wild in Race sectors will quickly learn otherwise! One of the big plus points of this plugin, is that it fixes the problem you would normally have with race ships completely ignoring attacks by the player on other race ships. For example, if you destroy a station in a sector where there is a capital ship, the capital ship will normally ignore you. This will not happen with JTP. Both attacks on race ships and on race stations will be met with a considerable response. Within your ships "Special" Command menu you will find "Attempt Notoriety Fix". Using this command in a race sector where it's assets are an enemy to you will allow your transgressions to be swept under the carpet for an ever increasing fee. Non payment or refusal is not advised. If you do happen to trigger a response, you should wait until all the ships have jumped in before attempting to pay any fines or you may end up having to pay twice.</p>
Specifications	<p>Ships and stations in Pirate/Xenon Sectors are not attached to the network and will be unable to call for assistance.</p> <p>When JTP response ship incurs enough damage from a Cruiser or above, or a wing of smaller ships, it will send an emergency signal to its HQ calling for help. Within a minute or so of sending the message, a number of capital ships (M1, M2 or M6) will have jumped into the sector to render assistance (from within 12 sectors away from the trouble spot), dealing swiftly with the aggressor. Combat ships in this sector will also be called in. If the aggressor then activates it's own response signal, its own response fleet will jump in creating a major skirmish in that sector. This normally culminates in quite a large fight between capital ships. Once the action is over the ships (if they survived) should then jump back to their original sector. This plugin is not intended to make the game easier, it is designed to give a realistic response to hostile situations involving a race's assets. If a player chooses to pick a fight he will get one! If the AI decides to attack another race, that race will respond to it.</p> <p>Race response Bombers - When a race station or capital ship is in grave danger it will call in a RRB if one is available. There are a few small points you may wish to remember: Never get in range of one of these ships if you are the target! Never be in range of one of these ships if it is destroyed!</p> <p>Race Response Rangers - M4 Class fighter, which will be called in on occasions, armed to the teeth for its class.</p> <p>All carriers will now use their fighter support wisely, if a signal is fired the carrier will first have all it's fighters dock before jumping in and deploying them against the target. If stray ships over 1 sector are found belonging to the carrier, they will be released from its duties. If a carrier has no support ships left it will jump to a shipyard to restock.</p>

Additional JTP Skirmish Plugin

Description	Adds random inter-racial skirmishes to the Universe.
Availability	This can be disabled in the Artificial Life Settings.
BBS Items	Reports on skirmishes that are occurring.
Instructions	Random race skirmishes occur which will be highlighted via the BBS. There is little chance of the skirmish occurring unless you are in the sector. If you do not want skirmishes enabled set the AL plugin to off.
Specifications	N/A

Remote Transporter Device software (RTD): Xai Corporation

Description	Transfer Cargo from one ship to another remotely.
Availability	Requires Transporter Device
BBS Items	None
Instructions	Use the Transporter Device on a remote ship to transfer cargo between two ships within a 5km range.
Specifications	Ships with a Transporter Device installed will find they have an extra command in the Auxiliary Command Menu which allows the transporter device to be used to transport any goods from one ship to another within a 5km range. The transfer can take place between this ship and another, or it can take place between two completely different ships, as long as both ships are within 5km of the transporter device.

Remove/Assign Homebase Command: Cycrow

Description	Remove the assigned Home Base from any of your ships or assign one to all docked ships.
Availability	Ship and Station Additional Commands Menu
BBS Items	None.
Instructions	Selecting the command will clear the home base of the current ship. Within a Factory, the Assign Homebase command which will assign the homebase of all the docked ships to that station.
Specifications	N/A

Salvage Software (formerly System Override Software MK2): Cycrow

Description	Adds 2 methods of claiming ships without leaving yours.
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum. Assign a hotkey for 'Claim Targeted Ship' in the Interface tab of the Controls menu. Requires a pilot-less ship and System Override Software Mk2.
BBS Items	None
Instructions	Method 1 - Target the ship and press the hotkey Method 2 - Target the ship and from your command console, select Piracy then Claim Ship.
Specifications	If using the hotkey the ship must be within 5km. If using the command menu, the autopilot will fly within 5km of the ship if it is not.

Satellite Early Warning Network (SEWN): Cycrow

Description	This scripts turns your Advanced satalites into an Early warning network to warn you of enemy ships.
Availability	You need to assign a hotkey in the Controls section.
BBS Items	None
Instructions	Using the add/remove satalites command in the combat menu, Just select the satalite and it will be added or removed. Once an enemy craft enters its scanning range, you will be warned.
Specifications	Configuration: The script adds a new hotkey to allow you to configure your satalite network to only detect certain types of ships. Once you have assigned the hotkey, just press it for the menu to appear. On the menu you have 4 options. 1. All Ships - Detect any enemy ships 2. Fighters and Capital ships - Detect any M3/M4/M5/M2/M1/M6 ships 3. Capital Ships - Detect any capital ship 4. Capital ships without M6 - Detect M2/M1 class ships

SatelliteDeploy : Multiformat safe Satellite deployment : Bhruic

Description	Automated deployment of Navigational / Advanced Satellites within explored space.
Availability	Requires Special Command Software Mk1
BBS Items	None

Instructions	<p>Automates purchase and deployment of either navsats or advsats; Robust sector checking ensures ships will avoid any sector controlled by an enemy race. It continually scans for, and replaces destroyed satellites; Deploy in either single or box formation; Can 'tether' a ship to a particular sector.</p>
Specifications	<p>The Satellite Deploy script (SatDep for short) is designed to do exactly what the name suggests - deploy satellites. It can either deploy single satellites (above the 0,0 point), or in a 'box' formation (8 satellites deployed so that they all barely encompass the 0,0 point). The box formation gives much greater coverage of sectors, making it very easy to spot all ships in most sectors.</p> <p>Having pilots deploying satellites for you is not free, however. They charge 1000 credits for each Advanced Satellite they deploy, and 500 credits for each Navigational Relay Satellite they deploy.</p> <p>The script is designed to be very robust and multi-ship friendly. For example, if you have multiple ships running the script, they will keep track of where each ship is going, ensuring they don't duplicate efforts. This occurs for both sector coverage (the actual dropping off of the satellite(s)), and station selection (buying replacement satellite(s)).</p> <p>You have the option of putting ships on a virtual 'tether', should you wish it. Each ship gets assigned a 'home sector'. You can select a number of jumps from that sector to limit each ship to. The ship will only deploy satellites in those sectors, although it will travel farther afield if it needs to, to purchase satellites. If the number of jumps is set to zero, then there is no effect from having a home sector set.</p> <p>When traveling to deploy satellites or purchase them, the script will only consider travel through sectors that are considered 'safe'. It uses the ship's friend/foe settings, and the ownership of each sector to determine this. If, for example, you don't want your ship to travel through Pirate sectors, you may simply set Pirates to 'foe' (only for that ship), and the ship will no longer travel through that sector. Also, you must have previously discovered a sector before the ship will consider traveling to/through it - it won't explore sectors for you. A combination of these two facts may, however, cause your ship to get 'stranded'. If you set the Paranid to 'foe', for example, and your ship was in Argon Prime, it would be unable to find a safe route to the sectors below (and including) Bad Debt. You would be required to either manually fly the ship there, or cause it to jump, for it to continue.</p> <p>Usage: Adds 2 new menu options to the Special Command menu. Once the either option is selected, you will be prompted for the following: "Home sector" - The origin sector for the 'tether', as described above "Jump radius" - The number of jumps from the home sector it will deploy satellites (0 turns off the home sector feature).</p> <p>"Formation" - Select '1' for single satellite per sector, or select '8' for the box formation (other numbers will terminate the script).</p> <p>"Continue" - This determines how the ship will act when it is required to re-supply (purchase more satellites). If this is set to '1', the ship will return to the sector it was at previously, and choose a new destination from there. If this is set to '0', the ship will not return, and will begin deploying from its new location.</p>

Sector Takeover: Arch2, Modified by DesertEagle and Narwin

Description	To allow a player to ultimately defeat his enemies, by taking over their sectors.
Availability	Player must own a Trading Dock in the Sector, Owner of sector must be a Foe, and no race stations in the sector.
BBS Items	None
Instructions	<p>To be claimable, a Sector must have no Race Stations within it. To actually claim a sector, the player must have a Trading Station in the sector. They must also set their relationship to the race which owns the Sector to Foe. To avoid this happening, name your Trading Station starting with a dollar sign (\$) eg "\$TradePoint Mk4". The Trading Station can be built before or after the Sector is devoid of stations. If your Trading Station is destroyed, ownership will revert to the original race.</p>
Specifications	<p>Enemy sectors of the original owner race located within up to 4 jumps of the claimed sector will periodically send small raiding parties to destroy player's Trading Docks to take the sector back. The player must then defend his Trading Docks, and try to claim all enemy sectors of the same race in that part of the Universe.</p> <p>A new command "Sector Takeover options" command is now available under Command Console / Combat</p>

	<p>menu. This command, when executed, will send an incoming question to the player. The player must then exit out of the Command Console and check his logbook. Several options will now be selectable: "Toggle raiding parties" - allows to enable or disable raiding parties attacking player-owned Trading Docks, "Uninstall" - uninstalls the script, "Do nothing" - does nothing. Select one of the options and press the enter key to execute the option.</p> <p>Each station located within a player-owned sector will pay the player a fee of 3,125 credits an hour (more for shipyards and EQ docks), this fee covers protection for the factory, space rental and various other things.</p>
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Spacefly Hunting Software V1.01 (Cycrow)

Description	Adds Spacefly Hunting Software to X3.
Availability	This upgrade can only be purchased from the Equipment Dock in Cycrow's Sanctum.
BBS Items	None
Instructions	<p>This software will allow you to set your ships to hunt for spaceflies.</p> <p>To start the command your ships requires an Ion Distruper and Spacefly collector, as well as the installed software.</p> <p>You will also need to assign at least one dropoff point.</p>
Specifications	<p>Dropoff Points:</p> <p>You will find a command under the Pircay menu to add and remove dropoff points.</p> <p>Dropoff points are stations or ships you wish to deliever the spaceflies to once you have collected them. These must be your own stations and ships. Only stations capable of storing spaceflies can be selected, mainly trading docks and equipment docks.</p> <p>The ships you select much either have docking room for the ship, ie a TL, or be docked at a station so the hunter can dock to transfer the spaceflies.</p> <p>Or finally if the ship has the transporter device installed, it will use that to transfer to any ship.</p> <p>If you select the ship you're running the command on, it will display the current list of drop off points.</p> <p>Starting the Command:</p> <p>Once your ship is setup and you have droppoff points added you will get access to the Spacefly hunting command. This will start the hunter.</p> <p>The hunter will fly around the universe in search of spaceflies to hunt after collecting enough they will return to drop them off at the closest available drop off point then carry on the hunt. Hunters also require rest, so they will fly to a station and wait there for a time before starting to hunt again.</p>

Station Manager: burianek & aalaardb

Description	Adds commands for managing station buy/sell.
Availability	Station Command Console
BBS Items	None
Instructions	<p>Starting Station Manager: (station command, station command console):</p> <p>Select the 'Station Manager: Automate' command from the station command console. The first time this is activated on a station, the station account will be debited 20,000 credits to install the software.</p> <p>Station manager is a fully automated software system that manages and coordinates traders assigned to a factory. It will decide which wares need to be bought and sold, and where the best locations are to buy/sell them. It's very flexible and allows you to assign as many or as few traders as you like to take care of a factory.</p> <p>Traders will only buy resources if your station is less than 90% full, and will only sell products if your station is more than 10% full.</p>
Specifications	

Traders assigned to the same factory will coordinate with each other, and will not all try go out to buy the same ware at the same time. They will also not visit the same stations to trade the same ware. Station manager allows you to customize the traders belonging to a station and set up individual parameters by ship for which wares should be traded, and how far of a jump range to look within. So, for example, it is very easy to set up an SPP to have two customized ships supplying it: 1. a very small, fast ship that looks for crystals to buy within a large jump range. 2. A huge energy tanker that sells energy cells to the stations immediately surrounding the SPP.

Traders that have been damaged to have less than 80% hull value will not continue trading for your factory. Instead, they will automatically fly to the nearest safe repair dock and contact you for help. Safe means that they will not cross any sectors owned by races defined as enemies in the ship's friend/foe settings.

In order for your traders to be able to see the ware prices within a sector, you must have a satellite, ship, or station in the sector to be scanned (this is shown by a green border around the sector in the galaxy map). Your ships will not visit sectors

where they cannot see the ware prices. You can use this to your advantage. If you don't want traders to visit sectors because you think they might not be safe, do not put any satellites or ships in those sectors, and your traders will not look for stations to trade at within them.

Station Manager costs 20,000 credits to download and install in your station. This is a one-time fee. If you stop the station manager command on your station and restart it, you will not be recharged.

Instructions:

Assigning Ships to a Station: (station command, station command console):

After Station Manager is running on a station the command to add / remove ships from the station's list of traders will appear in the station command console. To add a ship, select the 'Station Manager: Add/Remove Ship' command and then select one of your ships. Note that your ship must not currently be docked to be able to find it to select it. Once your ship has been selected, it will be added to the station's list of traders and the ship will begin to be controlled by the Station Manager software. The following ship types can be assigned to trade for a station: M3, M4, M5, M6, TS, TP.

To remove a ship: follow the same procedure of selecting the 'Station Manager: Add/Remove Ship' command from the station command console, but then select a ship that already belongs to the station. The ship will be removed from the station's list of traders and will stop trading for the station and will begin to idle in space.

To get a list of the ships belonging to a station, select the 'Station Manager: Add/Remove Ship' command and then select the station itself. A nicely formatted list will be sent to your logbook, listing all of the traders belonging to the station and their parameters.

Continuing a Manually Interrupted Trader (ship command, trade menu):

It is possible to manually interrupt one of your traders by simply issuing it a new command. This can be useful to tell a trader to dock somewhere safe if you think it is in danger, or to repair a trader if needed. Once a trader has been manually taken control of, after a short period of time (less than five minutes), the station will see that the trader is no longer trading for it and will send a signal to the ship. This signal places a new command in the trade menu of the ship's command console, 'Station Manager: Continue'. Select the 'Station Manager: Continue' command to order the ship to begin trading for the station again. If your trader has been automatically sent to a repair dock to get fixed, you can also restart the trader after you fix it by issuing the continue command.

Defining Wares to be Traded (ship command, ship additional commands):

Go to the command console of one of your traders. In the additional ship commands section of the command console you will have the 'Station Manager: Prohibit Ware' command. Select the command and then select one of the wares to prevent your trader from trading it. To re-allow your trader to trade a prohibited ware, simply select the command again and choose a prohibited ware. Your trader will now be allowed to trade it again. To see which traders can trade which wares, use the 'Station Manager: Add/Remove Ship' command from the station command console to get the station's list of traders as described above. Traders are set up to trade all of the wares of a station by default.

Setting a jump range (ship command, ship additional commands):

Go to the command console of one of your traders. In the additional ship commands section of the command console you will have the 'Station Manager: Set jump range' command. Select the command and then enter a jump range. To cause your ship to use the standard station jump range parameter, select the command and enter a negative number for the jump range. Your ship will then use the standard jump range defined at the station. To see the jump ranges defined for each trader, use the 'Station Manager: Add/Remove Ship' command from the station command console to get the station's list of traders as described above. Traders are set up to use the standard station jump range by default.

Stopping Station Manager (station command, station command console):

Go to the station command console and select the command slot Station Manager is running on. Select none to stop the station from running Station Manager.

How It Works (Detailed Trader Logic Description):

- Your ships will look at their homeworld and make a decision as to what the most critical ware to trade is. They will look at what other ships belonging to your homeworld are attempting to do to help them make the best decision. So, if your station desperately needs energy, but you already have another freighter en route to buy more than enough to supply the station with energy, your trader might look for a different ware to buy or sell.

- After a trader has decided which ware to trade for the station, it will look for the best station to go to. It will search the stations of all sectors within jump range that have a player asset in them (have a green border on the galaxy map so the player can see ware prices). The trader will rank order the stations by best price, and then by shortest jump range. It will then visit the best station that no other trader for this station is visiting. (traders can visit the same station if it is to trade different wares, i.e. two traders from an SPP might visit the same crystal fab if one was going to sell energy, and the other to buy crystals).

- Once a trader has a ware and station to trade, it will start traveling towards that station. Every sector, the trader will make a limited search to see if there is a better station to trade at. A limited search means that only stations that are as close as, or closer than the current target station will be checked. This is to prevent a trader from flying one sector east and then saying, "oh wait, the best station is to the west", flying one sector west and then saying, "oh wait ..." and never landing anywhere. Traders that set out from a station will always continue to close to a target with every sector traveled unless something happens such that there are no stations within the jump range to the current target that trade the ware for the price limits set at the homeworld. When this happens, the trader will abandon the current trade run and will start completely over, looking for the best ware to trade for the station. (if it picks the same ware, it will expand its search to include all sectors within the jump range of the homeworld).

- If a trader ever picks a ware and finds that it cannot find any stations at which to trade that ware within the price limits set at the homeworld, it will give up on that ware and pick the next best ware to trade for the homeworld.

- If a trader finds that it cannot trade any wares for its homeworld, it will return to its homeworld and sit there until it is possible

to trade something.

Station Trader: Naffarin

Description	Adds commands to the trade software MK1 to allow for station/complex automated supply/sell.
Availability	Requires Trade Software Mk1 installed.
BBS Items	None
Instructions	
Specifications	<ul style="list-style-type: none">• Automated buy or sell of a transporter in a station/complex.• Import command, transporter only buys needed resources.• Export command, transporter only sell available products.• Ships of the same station don't fly to the same target, but ships of different stations do if they don't have enough experience (lack of communication).• Target stations that are nearer are preferred.• Automated upgrade of the ship (borrowed that script from trade software MK3).• Use of jump drive if available (flight script originally from trade software MK3), a jump drive will be ordered/bought if the station has more than 125000 credits.• Ships try to sell available products if the station has less than 5000 credits even if there are no resources in the station.• Resources are only bought if station is less than 80% full.• Products are only sold if the station is more than 20% full.• Resources are never bought if they are also an intermediate product.• Products that are listed as products are always sold regardless of if they are an intermediate product.

Turret Defence: Redspot

Description	This script combines energy management, target tracking and weapon switching. Also makes a turret have a bit more of a bite than it now does.
Availability	This script replaces the "Turret attack enemies" command. When you use the "Turret attack enemies" command you will use this script. This will not improve the turrets ability to hit something.
BBS Items	None
Instructions	<p>This script tries to keep the ships energy level up, but as shields and/or hull might go down, energy becomes less of a priority.</p> <p>When the ships energy is low it will start firing in 'pulses'.</p> <p>There are 2 ways of using this command on your turrets.</p> <p>Set the missile fire probability over 80% and the turret doesn't care about 'friendly fire', set it at 80% or lower and it will keep an eye on what weapon to use.</p> <p>Do note; the turret finds itself more important than any 'friendly', if it has the choice of no weapon or an area-effect weapon, then it will pick the area-effect weapon.</p> <p>The turret will first of all give priority to an incoming missile, than to a possible enemy the player has targeted, after that it will look for a 'targeted enemy'.</p> <p>This means it will see if any other turret is tracking a target and will check if it can 'combine fire'.</p> <p>After that it will see if the ship has an attacker, attack target or if there is any other enemy near the ship.</p> <p>If an enemy has been found the turret will always start tracking it, but when the target gets in firing range the turret will have a very small 'delay'.</p> <p>This delay will make sure less energy is wasted on 'long range fire' where it could be more effective in closer range.</p> <p>The overall result of this command is that a turret will fire sooner (yes even with a delay its firing before others), it will fire with the *best* weapon it has to use (it will switch weapons between shots if needed), it will drain energy at a pretty good pass, but will never let it go 'critical' while shields and hull are up.</p>
Specifications	<p>Mass Drivers are a 'special' among 'the specials'.</p> <p>If the ships energy is low, or the target is a missile, M4, M5 or Drone, the turret will *always* try switching to Mass Drivers.</p> <p>If it has energy or the target is a missile it will fire with or without Mass Drivers.</p> <p>If energy is low and the target is in Mass Driver fire-range, you can watch the ship's hull go down.</p> <p>It will NOT try switching to Mass Drivers when fighting larger ships if it still has energy, it would simply waste ammo that could be needed at other time.</p> <p>When equipping a ship, equip it like the following to get the maximum result; when you equip a ship that has lets say 8 guns in each turret than don't give it 12 of a weapon, give it 8, 16, 24 or 32, anything with</p>

steps of 8 will have the *best* result.

For a ship like an M2, designed for heavy duty combat, advice is to equip about 16 units of each weapon type that it can install. Flaks simply drain a lot of energy). Give it maximum weapons for each turret. A couple of weapons no ships should leave home without are; the PBE's and Mass Drivers, make sure your ship has them, they are life-savers ..

X3 Convoys:LV

This script is still a BETA because there are that many scenarios to test in convoy size, distance, ranks and also kills that I need major feedback on payout - LV.

Description	This will enable two missions, to defend, or capture a convoy.
Availability	You will need to be at or above the rank the offer is placed at to accept. This can be disabled in the Artificial Life Settings.
BBS Items	One message for capture and one message for protecting.
Instructions	<p>Capture Convoy Leader: You will be offered the opportunity to capture an enemy convoy leader by factory BBS. These are usually based broadly on the races friend/foe settings in game (Argon offer Paranid caps and vise versa, Boron - Split etc.) and also there is a slight chance that the convoy will be of pirate variety for all you notoriety fairies who don't want to lose any.</p> <p>Protect Convoy: On all factory types BBS news boards will be offers to protect a convoy. Using a different set of plugin ranks, the offer increases very much as above but payouts here depend on distance travelled, ingame trade rank, kills and convoy size. For every trade ship in the convoy, your kill counter is reset and there is also the chance the offer will be an upfront payment where convoy size and distance is irrelevant. With both missions, failure = rank loss and when starting out you will only be trusted with a few ts or tp ships, but as your notoriety increases the convoys will as well.</p>
Specifications	<p>Capture: The Teladi offer mainly pirate missions though and soon will also offer Yaki convoys. Your rank starts at "useless" and with each cap successfully returned to the offering station, you gain one point. As your points grow your ranks grow and bigger convoys come with bigger ranks. There will also be a small chance that the convoy will be a much higher rank than you have currently, and another low chance offer is an upfront payment for a cap which pays out depending on your rank for this plugin. If one of these missions is offered, no matter how few or many ships you kill or protect or the distance travelled is relevant; you get the initial offer price. You will need to be at or above the rank the offer is placed at to accept though. Under normal conditions a payout is based on both your plugin rank, your ingame fight rank and also the amount of kills you or your ships make. Once completed and the pilot has been returned to the station, you will be offered 3 options. A cash payout, a notoriety boost or a percentage cut in that stations profits for a while. You are free to do as you please with other convoy ships and their wares.</p> <p>Defend: Convoys will gain enemy interest and if you have played escort you'll have some idea on what's incoming, although there is no need to keep close to the fleet anymore.</p>

Xenon Migration: Cycrow

Description	This AL Plugin will make the Xenon more active in the game.
Availability	This can be disabled in the Artificial Life Settings.
BBS Items	None
Instructions	Xenon ships will be created that travel from a Xenon Shipyard to another sector. Includes all ship classes.
Specifications	

XFP Sector Auctions: Cycrow

Description	Need more info :)
Availability	
BBS Items	
Instructions	

Yaki Armada: Serial Kicked

Description	This AL Plugin will make the Yaki active in the game.
Availability	This can be disabled in the Artificial Life Settings.
BBS Items	None
Instructions	Interact with the Yaki however you see fit.
Specifications	<p>This will spawn 5 Yaki owned mobile pirate bases (TL) equipped with a jumpdrive and filled with Yaki M3, M4 and M5. These TL' have no weapons and are lightly shielded, but they are very fast and can carry up to 15 Yaki ships. Each TL will run a script that allows it to do various things, such as sending a squadron to attack a factory, a TS, a TL, or a defence ship. It can also flee (using its jumpdrive) or defend itself when attacked. The Yaki TL will also repair, rearm and refuel at any pirate base when needed, and a destroyed TL will respawn after a while.</p> <p>The plugin will also add BBS news that will describe the Yaki activities, and it may trigger some new missions for the player. This plugin will interact with the "Pirate Guild".</p>

Guilds

The guilds and groups as created by Cycrow add a very real extra dimension. Each of them is quite involved and as such they deserve their own section.

Assassins' Guild: Cycrow

Description	This script allows you to join the Assassin's Guild and take on assassination missions, which will be similar to those found in X2.
<p style="text-align: right;">Joining the Guild</p> <p>You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven". There is a one time fee to pay to join; once joined, you will gain access to missions.</p> <p>Taking on a Mission</p> <p>Once you have joined the guild, you will find assassination missions available from the BBS; once accepting the mission, you will have to find your target that will be flying between 2 sectors, intercept and destroy the ship to claim your money. If the pilot ejects and you capture their ship, you must kill the ejected pilot to complete the mission.</p> <p>Guild Level</p> <p>Upon completing a mission, you will also raise your experience points with the guild, when you get enough experience points you will level up. Higher levels will give you harder and better paid assassination missions.</p> <p>You can view your missions via your ships additional command slots.</p> <p>Reaching level 15 will get you a reward from the guild.</p> <p>Assassins Guild Outposts</p> <p>You will find various outposts being created by the Assassins Guild. When a new one is created, there will be a news article on the BBS about it. At the outpost you have more chance of getting extra missions from the guild.</p>	
<p style="text-align: right;">Missions and benefits</p> <p>Level 1: TP class target Level 2: TP class target + m5 escorts Level 3: TP class target + m4 escorts Level 4: TP class target + m3 escorts Level 5: M6 class target + m3 escorts Level 6: M6 class target + m6 escorts Level 7: M6 class target + m3 escorts + m6 escorts Level 8: TL class target + m3 escorts Level 9: TL class target + m6 escorts Level 10: TL class target + m6 escorts + m3 escorts Level 11: M2 class target Level 12: M2 class target + m3 escorts Level 13: M2 class target + m6 escorts Level 14: M2 class target + m6 escorts + m3 escorts Level 15: M1 class target + full compliment of fighters</p>	

Bounty Hunters' Guild: Cycrow

Description	This plug-in adds bounties throughout the galaxy.
<div>Joining the Guild</div> <p>You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven", and then just pay the one off fee to join.</p> <p>To claim the bounties, you just kill or capture the wanted ship and you will receive the bounty.</p> <p>To disable this guild, turn off the bounty hunter's guild in the AL options menu.</p> <p>To view the status within the guild, go to your current ships additional command slots, and select, "View Guild Status".</p>	
Missions/Benefits	
<p>1. Bounty Hunters Guild</p> <p>To receive the bounties, you must first be a member of the Bounty Hunters Guild. To join the guild you need to look on the BBS in station, where the guild will sometimes offer you to join for a one-time fee. Accepting this will join the guild and give you access to the bounty lists.</p> <p>Once you're a member of the guild, you can get details about the available bounties throughout the universe. The bounty information is found on the BBS where it will detail the bounty including the ship they are flying and the sector you can start your search. There will be an option on the list to upload the bounty information to your personal logbook so you can view it again later.</p> <p>Tracking information can be purchased from the bounty display on the BBS, it will cost you 10,000 credits to upload the data to you ships computer. This will highlight the bounties on the ship list in sectors. It will also add the bounty to the tracking command. The tracking command is available in the ships additional command slots, and will display the sector or station the ship is currently in.</p> <p>To find the bounty ships, you will have to search the home sector given from the list and all the surrounding sectors, the ships will travel up to 1 jump away from their home sector; so for Kingdom End, they could be in Kingdom End, Rolk's Drift, or Three Worlds. The bounties won't appear hostile to you, so you will have to kill or capture them and hope they are the right ships.</p> <p>Once you have killed/captured the bounty, you will receive a message giving you your bounty money.</p> <p>NPC Bounty hunters will be spawned throughout the universe; they will travel around the universe and attack the bounties as well.</p>	

Mercenaries' Guild: Cycrow

Description	This script allows you to join the Mercenaries' Guild and take on mercenary missions.
<div>Joining the Guild</div> <p>You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven", and then just pay the one off fee to join. To view the status within the guild, go to your current ships additional command slots, and select, "View Guild Status".</p>	
Missions/Benefits	
<p>Missions will be found on the BBS once you have joined the guild. It will detail what you have to do for the mission and the money you will get from it. Completing mission's will increase your level within the guild to give you access to more lucrative missions.</p> <p>Attacking a station:</p> <p>In one of your own stations, you use the station command to order mercenaries and then you select the station that you wish to attack. You will then receive an incoming question and you have 4 options of how big the fleet should be; the bigger the fleet the more it will cost you. Choose which size fleet and the attack will begin, they will travel from another sector and head towards the station then start attacking. You will receive a message when the attack has either failed and all the mercenary ships were destroyed, or when they have destroyed the station.</p> <p>Delivery Missions:</p> <p>Deliver weapons to a specified trading station within the time allotted, the pay will be the full price for weapons with an extra bonus on top.</p> <ol style="list-style-type: none">1. Delivery of Low Grade weapons (IRE, PAC). Available at any level.2. Delivery of High Grade weapons (HEPT, PSG, PBE), Available at level 2 and above.3. Delivery of Capitol Grade weapons (FAA, PPC), Available at level 3 and above. <p>Ship Delivery:</p> <p>Deliver captured ships to the guild and get paid for each one, with a bonus if you manage to deliver them all. Just send the ship to dock at the target station, and the guild will claim it from you.</p> <ol style="list-style-type: none">1. M5 Delivery, available at any level.2. M4 Delivery, available at level 2 and above.3. M3 Delivery, available at level 3 and above.4. M6 Delivery, available at level 4 and above. <p>Escort VIP:</p> <p>Escort and protect a traveling VIP to a certain sector. You will be given the sector and ship to meet up with; you just have to head there within the set time. Once you reach the VIP, they will message you telling you where you're heading.</p> <p>You just have to make sure they arrive to their destination station in one piece, the mission will complete once the VIP docks at the target station. If you travel too far away from the VIP, your mission has failed. Make sure the VIP always travels through the gates ahead of you otherwise you will fail; you will also fail if you dock at a station while on the mission.</p>	

Kha'ak Invasion:

A sector is under siege by constant Kha'ak attacks, and the guild has been requested to send their mercenaries to help out. Your mission is to engage the Kha'ak ships to help defend the sector; you will be paid for each ship you take out. The higher-level missions will have increased numbers of Kha'ak to kill, there will also be other mercenaries to aid you.

Specific Ship Capture:

Like the ship delivery missions, but you will be given a list of ships to capture instead of just a class, and you have to get each ship on the list to complete the mission.

Border Control:

Help a race protect their borders from an impending invasion, you will join the defence force and prevent too many attacking ships make it to their destination gate. The attacks will attempt to break through your lines to make it to the next sector. If too many ships make it to the next sector, the mission will be failed, and you won't get paid.

Solo Border Control:

Like the border control mission, only this time, there will be no mercenaries to back you up so have to defend the sector on your own. It's advisable to bring in a fleet to help you accomplish the task; you will get more money when doing it solo.

Yaki Defense:

A station is under attack from the Yaki, and they need mercenaries to help defend it. It's your job to protect the station and destroy the Yaki.

Mercenary Escorts

You can now hire mercenaries to escort your ships. In the ships additional commands, there is a command to hire or release these mercenaries. Hiring mercenaries costs an initial fee, then an hourly charge for their services; they will follow the ship wherever they go as well as jump when the ship jumps.

Blockade Runner:

Like the border control mission, but this time you will join the attacking side, you will attempt to break through the defensive lines to allow the attacking convoy to make it to the next sector.

Merchants' Guild: Cycrow

Description	This script allows you to join the Merchants Guild to find good trading opportunities as well as various BBS trading missions. Includes the Traders network to find good bargains, and the Traders market to buy and sell goods.
Joining the Guild	
You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven", and then just pay the one off fee to join. Once joined, you will get access to the Traders network and traders market, as well as any missions available from the Merchant's Guild. Within the guild you will have a rank; you can view this rank by going to the View Guild Status option in your ships additional command slots.	
Missions/Benefits	
Trader's Market	
The traders market allows you to buy and sell goods on the BBS, these will be found in trading stations throughout the universe. There will be separate articles for buying and for selling. To sell goods, it will display the goods you can sell; these will be goods that you currently have in your cargo hold and can sell them at good prices. To buy goods, just select the ware you wish to buy, if there's enough room in your cargo hold and you have enough money, they will be loaded into your ship.	
Trader's Network	
The trader's network displays good prices for products and resources in the universe. There will be 2 lists, one for products, and one for resources, and will display stations that currently have good prices on them. You can disable the Traders network by selecting the option in the Artificial Life Settings. The trader's network always creates satellites throughout the universe; these can be removed by using the option in the AL settings.	
Missions	
Wanted Ware:	
Available from the BBS, someone urgently needs wares to be delivered; it's your job to bring all they need. You will be paid a good price for each unit you bring as well as bonus for a successful mission.	
Ware Delivery:	
Someone needs a certain amount of wares to be delivered to a station. When accepting the mission, they will be loaded onto your ship for you to deliver them to the target station. Upon delivery you will be paid. If you sell the wares before completing the mission, you will be charged the cost of them.	
Advanced Best Sells Locator	
This upgrade is available from all good Teladi space equipment docks. It will utilize the unique Merchant's Guild trader's network to find the best possible price to sell your wares for throughout the universe.	
Once installed in your ship, there are 2 methods to use it. The first is the trade command, found in the trade menu for your ships command console. This will ask for the station range, the range is how many jumps away you want to search. Entering 0 here will make it search the whole universe.	
The second is the hotkey which you can assign in the controls menu under the interface tab, pressing the hotkey will be the same as using the command with a range of 0 for the whole universe. Once activated, the device will log onto the traders network to scan for the best prices. It will however cost you for the privilege. The prices are as follows: 10,000 credits if you're not a member of the guild.	

5,000 credits for level 1 merchant in the guild.

1,000 credits for level 2 merchant in the guild.

And free for anyone with level 3 or higher.

Merchants Guild Shipyard.

A few shipyards will be built by the Merchant's Guild around the universe where you can buy a range of merchant ships.

Docking will only be allowed to those members of the guild and the ships will only be available for high level members of the guild. The station will have higher priority for merchant missions, trader's network and traders market on the BBS. When a new shipyard is built, there will be a BBS news article broadcast where the new station is built, so check the BBS for these.

Race Military: Cycrow

Description	Join the military and take on missions for the different races to earn money and notoriety.
Joining the Guild	
You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven", and then just pay the one off fee to join. You will also need the police license for the race you want to join the military with. The applications will only show up if you currently have the police license. Once you have paid the fee and join, you will be able to find missions available from the BBS.	
Missions/Benefits	
Military Status In your ship's additional command slots, you will find the view military status command. This will display the current status with all militaries, as well as your rank and experience points. Completing missions will earn you experience points which go towards a promotion. Higher ranks will have harder, and better paid jobs available. Black marks If you commit a bad act against the military, ie, shooting at one of your patrol escorts, you will get a black mark on your record. After getting 3 black marks you will be suspended from active duty for 12 game hours. During this time you will not be able to get any missions from the BBS. After getting 5 black marks you will be dismissed from the military. Dismissal Committing really bad acts, like killing your patrol leader, or collecting 5 black marks will get you dismissed from the military. Once dismissed, you have to re apply to get back in. The applications to rejoin will be more rare and will cost a lot more for you to rejoin. Missions Available Patrol: Available from rank: Cadet Join up with a patrol and kill enemies in the races territory. Upon accepting, you will have to fly to you target sector and meet up with the patrol leader, once there you have to follow the leader throughout the patrol. During the patrol, you will most likely encounter enemy attacks; you must destroy the enemy and not let your patrol leader die. Once reaching the end of your patrol, you will be paid and earn experience points. You will also get a slight boost in notoriety.	

Smugglers' Guild: Cycrow

Description	A Smugglers' Guild that you can join to make profits from smuggling illegal goods.
Joining the Guild	
You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven", and then just pay the one off fee to join.	
Missions/Benefits	
Guild Level Once you joined the guild, you will have a level how respected you are within the guild. Going to your ships "additional commands" slots and selecting the option for, View Guild Status can view the respect level. Black Market The black market allows you to sell illegal goods to the trading stations. The black market will appear on the BBS when you're docked at a trading station. The black market won't always show, as the guild doesn't always buy the goods. To sell, just select the goods you want to sell, it will give you a list of what it will buy and the price they will pay Pirate Black Market The pirate black market is available from the BBS at pirate stations, where you are able to buy illegal goods from the pirates. Some of the goods available for purchase will not be available anywhere else, like hacker chips and narcotics. These can be sold at the black markets in trading stations. Missions Wanted Ware At various stations, you be contacted by someone wanting a number of illegal wares to be delivered to them. Your mission is to find these wares and deliver them back to the station to complete the mission. You will be paid for each ware you return and a bonus on top if you manage to get them all. Higher-level missions will give you high bonuses. Deliver ware	

Found at pirate stations, you will be requested to deliver some illegal wares into populated sectors; the wares will be loaded into your cargo hold when you accept the mission and you have to dock at the target station to complete the mission, beware of police patrols.

Artificial Life Settings

In the artificial life settings you can turn on or off the extra police patrols in sectors. Disabling will remove the patrolling ships from the universe.

NOTE: it takes a bit of time to remove all ships as it runs slowly in the background to prevent slowing down the game.

Taxi Drivers' Guild: Cycrow

Description	Taxi Drivers Guild allows you to transport passengers around the universe.
Joining the Guild	
You need to visit the Guild Headquarters to join any Guild. All Guild HQs are located in the sector "Guild Heaven", and then just pay the one off fee to join.	
Missions/Benefits	
<p>There will be 2 upgrades added for your ships, Basic and Luxury Cabin Space. The Cabin space is used to transport passengers, each passenger will require a certain amount of cabin space to be transported. Luxury cabin space is more expensive but you will be paid more for transporting passengers that require luxury. Luxury cabin space can also be used as basic cabin space, so if a mission requires more basic cabin space than you have they can take up some of the luxury space as well.</p> <p>The Taxi Drivers Guild</p> <p>To join the Taxi Drivers Guild, you will need to apply for the membership from the BBS in the Taxi Drivers Guild Stations There is a one-time fee to join the guild.</p> <p>Once joined, you will get access to cabin space upgrades available from the Guild Stations as well as missions to transport passengers. Within the guild you will have a rank, you can view this rank by going to the View Guild Status option in your ships additional command slots.</p> <p>Taxi Drivers Guild Stations.</p> <p>A few stations will be built by the taxi drivers guild around the universe where you can buy the cabin space upgrades, these are only available to those who have joined the guild. The station will have higher priority for taxi missions on the BBS, and is the only place you can join the guild. When a new shipyard is built, there will be a BBS news article broadcast where the new station is built, so check the BBS for these.</p> <p>Missions.</p> <p>Basic Transport Mission</p> <p>Transport passengers from one station to another within a set time, some missions will require a certain ship class, the main one being TP class ships; others will accept any ship. There must be enough cabin space in your ship to take on the mission. Luxury passengers will pay more but require the more expensive luxury cabin space. Passengers like to see the universe so using the jumpdrive is not allowed, it will be removed from your ship for the duration of the mission, and you can also not change ships.</p> <p>Pick up and Transport Mission</p> <p>Similar to the basic transport mission, but you must first pickup the passengers from another station and transport them to their destination. Jumpdrives will be removed once you pickup the passengers, so you can jump to the pick up station but not use it for the rest of the mission.</p> <p>Station Transport Tour</p> <p>Transport passengers between a few stations, when docking at the next station, you will be told which station to go to next and how long you have to get there. Like the other missions, you will require enough cabin space to hold the passengers. Jumpdrives are also not allowed on this mission.</p> <p>Joy Riding</p> <p>Some passengers just like to ride aboard starships and will pay for a joyride, for this mission, you can just go about your normal routine with the passengers on board. Eventually they will decide they have had enough and the mission will end, you will get paid based on how much the passengers enjoyed the trip. This is not like the tour of life missions as there's no set time limit and the price is based on more than just the number of sectors. The price is a balance between number of sectors, time spent in each sector, number of stations visited etc. Jumpdrive can be used on this mission. You can have more than one passenger on board at anyone time, so you can fill your cabins to maximize your profits.</p>	

Mods

Extended Complex Hub and Complex Node Bazaar: Armageddon

Description: Adds 20 doc hub and 14 connection nodes

This mod replaces the standard 10 dock Complex Hub with an Extended Complex Hub featuring increased docking capabilities. It also provides a Complex Node Bazaar which has 14 connection nodes, but no docking and no products or resources.

Both items will be stocked at every shipyard in the game. They have no reputation requirement to buy, so as long as you can dock a TL to the shipyard, you can buy one. The Complex Node Bazaar is priced at 1,038,784 credits (4 times a normal construction kit), and the Extended Complex Hub is priced at 779,088 credits (3 times a normal construction kit).



Extended Hub 1

Node Bazaar

Tractor Beam Range Extension
Author? Specifications?

Ashleys Factories L + XL + XXL

Description: Adds selected big factories to universe

This mod will help reduce cluttered complex designs as XL factories reduce the need for multiple factories of the same type to supply each other. The new factories are split among the 5 races as shown below.

Argon	Boron	Paranid	Split	Teladi
M Nividium Mine	M Nividium Mine	M Nividium Mine	M Nividium Mine	M Nividium Mine
L Nividium Mine	L Nividium Mine	L Nividium Mine	L Nividium Mine	L Nividium Mine
XL Nividium Mine	XL Nividium Mine	XL Nividium Mine	XL Nividium Mine	XL Nividium Mine
XXL Nividium Mine	XXL Nividium Mine	XXL Nividium Mine	XXL Nividium Mine	XXL Nividium Mine
XXL Crystal fab	XXL Crystal fab	XXL Crystal fab	XXL Crystal fab	XXL Crystal fab
XXL Wheat Farm	XXL Plankton Farm	XXL Soyfarm	XXL Scruffin Farm	XXL Flower Farm
XXL Cattle Ranch	XXL Bio Gas Factory	XXL Snail Ranch	XXL Chelt Space	XXL Teladianium
XXL Rimes Fact	XXL Stott Mixery	XXL Space Jewellery	Aquarium	Foundry
XXL Cahoona Bakery	XXL BoFu Chemical	XXL Soyery	XXL Massom Mill	XXL Dream Farm
XXL Space Fuel	Lab	XXL Ore Mine	XXL Rastar Refinery	XXL Sun Oil Refinery
Distillery	XXL Ore Mine	XXL Silicon Mine	XXL Spacefly Farm	
XXL Ore Mine	XXL Silicon Mine	XXL Solar Power	XXL Ore Mine	XXL Bliss Place
XXL Silicon Mine	XXL Solar Power Plant	Plant	XXL Silicon Mine	XXL Ore Mine
XXL Solar Power Plant			XXL Solar Power Plant	XXL Silicon Mine
				XXL Solar Power Plant

New ships

Hundreds of additions have been made in the area of ships and stations, with vessels of every class and race being added to. Further, another race has been added, with their own ships. A list here of basic statistics, and a simple comparison system will allow you to find just the ship for you. As a teaser though, you're going to have to find where it's sold or capture it yourself - we can't tell you everything now, can we?

You will find new, and old favourites, the X2 ships have returned, the new ships are also all strong performers. As much as anything else, we've found a reliable way to ensure that the ships are evenly matched, and no one ship is the supership of its class. Like with the change from X2 to X3, ship classes had definite purposes, and the XFP team have worked in keeping with this trend. Every ship's good for what's it's for and the pilot's skill is the only thing that makes a difference in how the ship handles things it's not designed for.

There's a huge variety of ships included in the mod with the well known DDRS Mod's ships joining XFP, a lot of hard work on XFP's side of things creating many new ships, from the nimblest of fighters to the largest deep-space base you could imagine, and numerous individuals creating their own ships, myself included.

There's also what many view the most fascinating and unique part of the mod .. which is technically a ship .. I won't tell you what it is but when you find it, hidden way away over there, you'll know that it was that we were talking about.

The 'Base' craft are designed as slow moving player-HQ type vessels, designed to carry a lot but move slowly. These craft are the Base Star, Perry Base Sentinel, Salvage Base Vanguard, and Star Base. If you need a lot of stuff close at hand, a base station is just the ticket for you.

M5 Craft : Scouts

Scout craft are fast, agile, but most importantly, light craft that while they're good to explore with, are no good in combat. You can dodge pretty much anything but taking the shields out on an M3's an arduous task. Best to run off and hop into a bigger ship. However, if you want to get from A to B really fast, and don't care if a jumpdrive probably won't fit in it, one of these 9 M5s is for you.

A-Wing Raider (Teladi)

M5

Image

Speed (m/s) :	150.1	to	525.5	Acceleration :	52	!!!!
Engine Tunings :	25	!!!!!!! .		Reactor (MW) :	118
Steering (%) :	1	to	5	Weapon Energy :	720
Rudder Tunings :	25			Weapon Recharge :	28.8	
Cargo :	70	to		Hull :	1,060
Cargo Extensions :	4		Creator :	DeadlyDa	
Shields Bays :	1	!!!				
Shield Energy :	5,000					



Blue Arrow (Argon)

M5

Image

Speed (m/s) :	120.0	to	420.0	Acceleration :	42.97	!!!
Engine Tunings :	25	!!!!!!! ...		Reactor (MW) :	100
Steering (%) :	1	to	5	Weapon Energy :	1,000
Rudder Tunings :	25			Weapon Recharge :	20	
Cargo :	50	to		Hull :	1,000
Cargo Extensions :	4		Creator :	Northstar	
Shields Bays :	3	!!!!!!! !				
Shield Energy :	5,000					



Discoverer X2 (Argon)

M5

Image

Speed (m/s) :	160.0	to	560.0	Acceleration :	49	!!!!
Engine Tunings :	25	!!!!!!! .		Reactor (MW) :	100
Steering (%) :	1	to	5	Weapon Energy :	1,000
Rudder Tunings :	25			Weapon Recharge :	30	
Cargo :	65	to		Hull :	1,000
Cargo Extensions :	4		Creator :	Egosoft (re-added by Northstar)	
Shields Bays :	2	!!!!!!				
Shield Energy :	5,000					



Gorellik Dragonfly (Gorellik)	M5	Image
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Image

Mandalay (Pirates)	M5	Image

Image


Model	Model Size	Image
Starfury (Split)	M5	Image

Image

Terran light fighter (Argon)	M5	Image
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Image

A futuristic spaceship with a purple and silver design is shown flying over a planet's surface. The ship has a sleek, aerodynamic shape with a prominent purple nose and silver body. It is positioned in the upper left quadrant of the image, angled towards the right. The background shows a vast, hazy landscape with a large, dark, circular object, possibly a crater or a body of water, in the lower right. The overall scene is set against a light, hazy sky.

Tie Interceptor Raider (Argon)						M5	Image
Speed (m/s) :	140.4	to	491.4	Acceleration :	63.65	!!!!	
Engine Tunings :	25	!!!!!!! ..					
Steering (%) :	1	to	5	Reactor (MW) :	118	
Rudder Tunings :	25						
Cargo :	74	to		Weapon Energy :	990	
Cargo Extensions :	4		Weapon Recharge :	29.7		
Shields Bays :	2	!!!!!!		Hull :	1,200	
Shield Energy :	1,000			Creator :	DeadlyDa		

M4 Craft : Medium Fighters

Think an M3 is for wimps ? An M4 is a fast, light craft that can dodge or catch most things, at the expense of strength .. one or two hits that wouldn't faze an M3 could have you feeling pretty uncomfortable. For the seasoned and confident pilot, an M4 is the only way to go, and the 19 here have got to appeal to you.

Arach (Argon)

M4

Image

Speed (m/s) :	57.2	to	160.2	Acceleration :	19.84	!!!!
Engine Tunings :	18	!!!				
Steering (%) :	1	to	5	Reactor (MW) :	203	!!!!!! ...
Rudder Tunings :	18					
Cargo :	100	to		Weapon Energy :	1,971	!!!!!!
Cargo Extensions :	4	!!!		Weapon Recharge :	78.84	
		!!!!!!!				
Shields Bays :	5	! .		Hull :	4,328	!!!!!! ...
Shield Energy :	5,000			Creator :	Yeebok	



Banshee (Boron)

M4

Image

Speed (m/s) :	67.8	to	203.4	Acceleration :	19.6	!!!!
Engine Tunings :	20	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	306	!!!!!!! ! .
Rudder Tunings :	18					
Cargo :	168	to		Weapon Energy :	2,600	!!!!!! ...
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	78	
Shields Bays :	4	!!!!!! ...		Hull :	3,500	!!!!!!
Shield Energy :	5,000			Creator :	DeadlyDa	

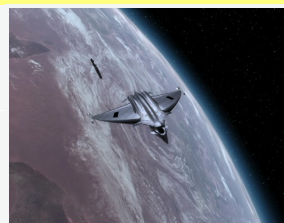


Bat - 100 M4 (Argon)

M4

Image

Speed (m/s) :	105.0	to	294.0	Acceleration :	20.89	!!!!
Engine Tunings :	18	!!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	297	!!!!!!! ..
Rudder Tunings :	18					
Cargo :	140	to		Weapon Energy :	3,000	!!!!!!! ..
Cargo Extensions :	4	!!!!		Weapon Recharge :	90	
Shields Bays :	2	!!!		Hull :	2,800	!!!!
Shield Energy :	5,000			Creator :	Dogbite20	

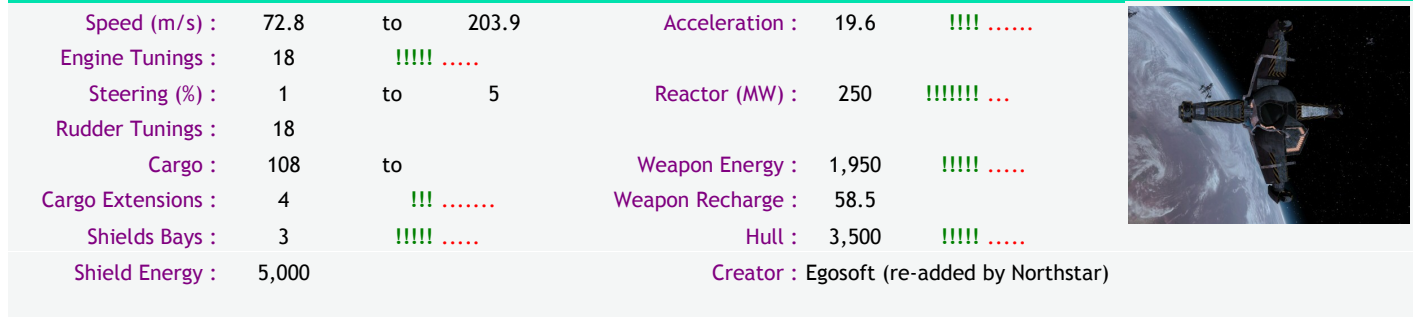



Bayamon (Pirates)	M4	Image
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Bayamon (Pirates)	M4	Image
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Bayamon (Pirates)	M4	Image
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Speed (m/s) :	72.8	to	203.9	Acceleration :	19.6	!!!!
Engine Tunings :	18	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	250	!!!!!! ...
Rudder Tunings :	18					
Cargo :	108	to		Weapon Energy :	1,950	!!!!
Cargo Extensions :	4	!!!		Weapon Recharge :	58.5	
Shields Bays :	3	!!!!		Hull :	3,500	!!!!
Shield Energy :	5,000			Creator :	Egosoft (re-added by Northstar)	

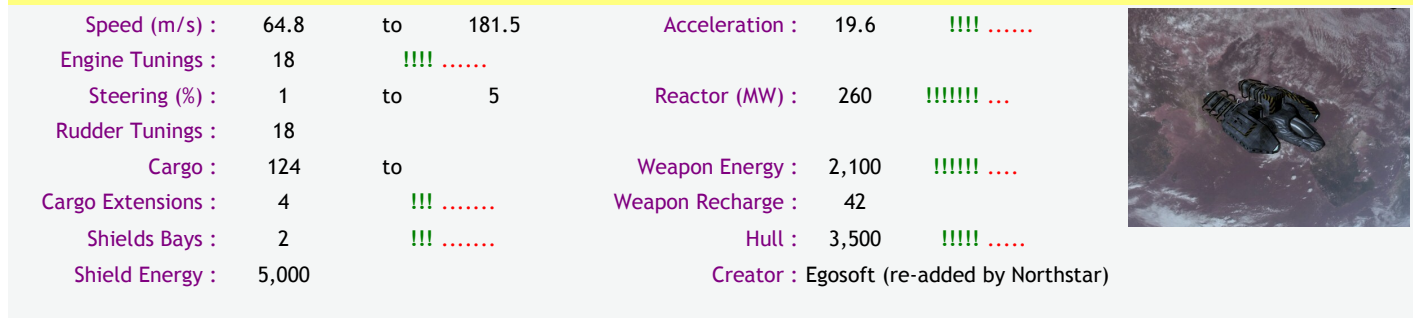



Buster X2 (Argon)	M4	Image
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Buster X2 (Argon)	M4	Image
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Buster X2 (Argon)	M4	Image
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Speed (m/s) :	64.8	to	181.5	Acceleration :	19.6	!!!!
Engine Tunings :	18		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	260	!!!!!!! ...
Rudder Tunings :	18					
Cargo :	124	to		Weapon Energy :	2,100	!!!!!!
Cargo Extensions :	4		!!!	Weapon Recharge :	42	
Shields Bays :	2		!!!	Hull :	3,500	!!!!!!
Shield Energy :	5,000			Creator :	Egosoft (re-added by Northstar)	

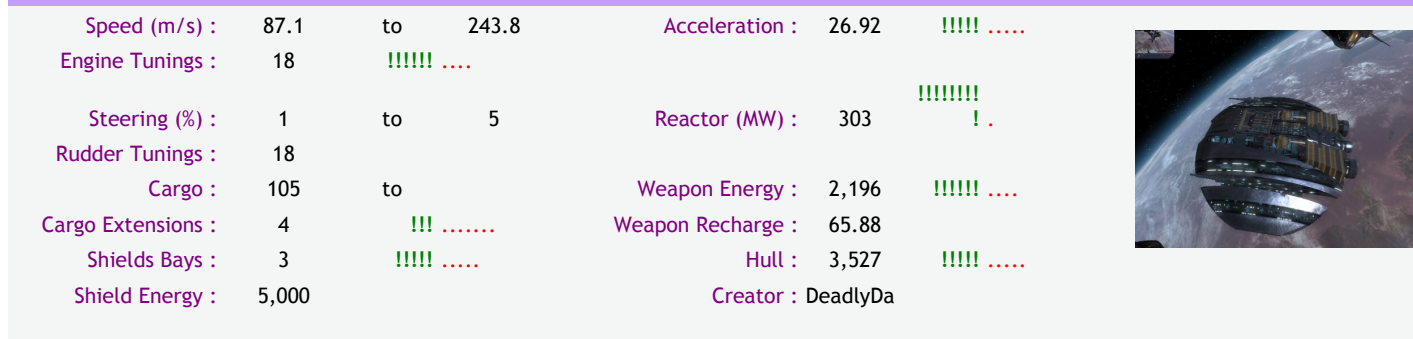


Cylon Raider 1 (Split)	M4	Image
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Cylon Raider 1 (Split)	M4	Image
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Cylon Raider 1 (Split)	M4	Image
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Speed (m/s) :	87.1	to	243.8	Acceleration :	26.92	!!!!
Engine Tunings :	18		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	303	!!!!!! !.
Rudder Tunings :	18					
Cargo :	105	to		Weapon Energy :	2,196	!!!!!!
Cargo Extensions :	4		!!!	Weapon Recharge :	65.88	
Shields Bays :	3		!!!!	Hull :	3,527	!!!!
Shield Energy :	5,000			Creator :	DeadlyDa	

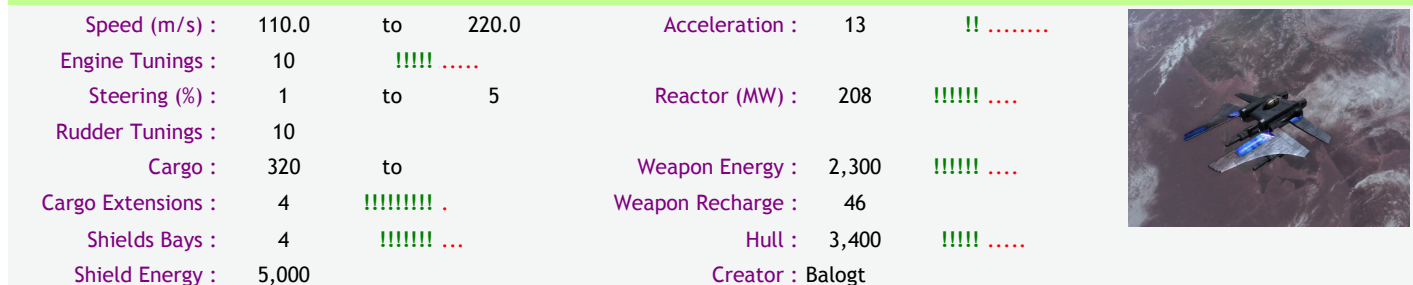



Demon (Teladi)	M4	Image
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Demon (Teladi)	M4	Image
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Demon (Teladi)	M4	Image
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Speed (m/s) :	110.0	to	220.0	Acceleration :	13	!!
Engine Tunings :	10	!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	208	!!!!!!
Rudder Tunings :	10					
Cargo :	320	to		Weapon Energy :	2,300	!!!!!!
Cargo Extensions :	4	!!!!!!!!	.	Weapon Recharge :	46	
Shields Bays :	4	!!!!!!	...	Hull :	3,400	!!!!
Shield Energy :	5,000			Creator :	Balogt	



F 601 XL (Argon)						M4	Image
Speed (m/s) :	110.0	to	220.0	Acceleration :	16	!!!	
Engine Tunings :	10	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	200	!!!!!!	
Rudder Tunings :	10						
Cargo :	180	to		Weapon Energy :	1,850	!!!!	
Cargo Extensions :	4	!!!!	Weapon Recharge :	74		
Shields Bays :	4	!!!!!!	...	Hull :	6,000	!!!!!!	
Shield Energy :	5,000			Creator :	Balogt		
Flying Saucer (Goner)						M4	Image
Speed (m/s) :	110.0	to	275.0	Acceleration :	15	!!!	
Engine Tunings :	15	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	330	!!!!!!	
Rudder Tunings :	15						
Cargo :	120	to		Weapon Energy :	3,200	!!!!!!	
Cargo Extensions :	4	!!!	Weapon Recharge :	64		
Shields Bays :	4	!!!!!!	...	Hull :	3,200	!!!!	
Shield Energy :	5,000			Creator :	Unconfirmed		
Gorellik Hornet (Gorellik)						M4	Image
Speed (m/s) :	100.0	to	250.0	Acceleration :	27	!!!!	
Engine Tunings :	15	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	260	!!!!!!	
Rudder Tunings :	15						
Cargo :	127	to		Weapon Energy :	2,400	!!!!!!	
Cargo Extensions :	4	!!!	Weapon Recharge :	72		
Shields Bays :	1	!	Hull :	3,000	!!!!	
Shield Energy :	25,000			Creator :	Killerog		
Jedi Starfighter Raider (Split)						M4	Image
Speed (m/s) :	97.0	to	291.0	Acceleration :	31	!!!!	
Engine Tunings :	20	!!!!!!	...				
Steering (%) :	1	to	5	Reactor (MW) :	300	!!!!!!	
Rudder Tunings :	20						
Cargo :	90	to		Weapon Energy :	2,450	!!!!!!	
Cargo Extensions :	4	!!	Weapon Recharge :	73.5		
Shields Bays :	4	!!!!!!	...	Hull :	2,800	!!!!	
Shield Energy :	5,000			Creator :	Northstar		

Sith Fighter Raider (Split)

M4

Image

Speed (m/s) :	99.0	to	297.0	Acceleration :	34.01	!!!!!!
Engine Tunings :	20	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	300	!!!!!! ..
Rudder Tunings :	20					
Cargo :	110	to		Weapon Energy :	2,450	!!!!!! ...
Cargo Extensions :	4	!!!		Weapon Recharge :	73.5	
Shields Bays :	3	!!!!!!		Hull :	2,800	!!!!
Shield Energy :	5,000			Creator :	Northstar	



Talon Claw Raider (Teladi)

M4

Image

Speed (m/s) :	165.0	to	264.0	Acceleration :	17	!!!
Engine Tunings :	6	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	230	!!!!!! ...
Rudder Tunings :	6					
Cargo :	80	to		Weapon Energy :	3,350	!!!!!! ..
Cargo Extensions :	4	!!		Weapon Recharge :	67	
Shields Bays :	1	!		Hull :	4,600	!!!!!! ...
Shield Energy :	25,000			Creator :	Balogt	



Terran Medium Fighter (Argon)

M4

Image

Speed (m/s) :	85.4	to	239.0	Acceleration :	26.39	!!!!!!
Engine Tunings :	18	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	297	!!!!!! ..
Rudder Tunings :	18					
Cargo :	103	to		Weapon Energy :	2,256	!!!!!! ...
Cargo Extensions :	4	!!!		Weapon Recharge :	67.68	
Shields Bays :	5	!!!!!! ..		Hull :	3,458	!!!!!!
Shield Energy :	5,000			Creator :	Egosoft (re-added by Northstar)	

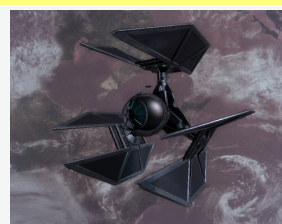


Tie Defender Raider (Argon)

M4

Image




Speed (m/s) :	86.2	to	241.4	Acceleration :	26.81	!!!!!!
Engine Tunings :	18	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	297	!!!!!! ..
Rudder Tunings :	18					
Cargo :	105	to		Weapon Energy :	2,363	!!!!!! ...
Cargo Extensions :	4	!!!		Weapon Recharge :	70.89	
Shields Bays :	2	!!!		Hull :	3,458	!!!!!!
Shield Energy :	5,000			Creator :	DeadlyDa	



UFOE Raider (Boron)						M4	Image
Speed (m/s) :	134.8	to	404.4	Acceleration :	18	!!!	
Engine Tunings :	20	!!!!!!! .					
Steering (%) :	1	to	5	Reactor (MW) :	200	!!!!!! ..	
Rudder Tunings :	20						
Cargo :	145	to		Weapon Energy :	2,900	!!!!!!! ..	
Cargo Extensions :	4	!!!!		Weapon Recharge :	58		
Shields Bays :	4	!!!!!!! ...		Hull :	3,000	!!!!	
Shield Energy :	5,000			Creator :	Yeebok		
Viper Mk2 (Argon)						M4	Image
Speed (m/s) :	150.0	to	225.0	Acceleration :	20	!!!!	
Engine Tunings :	5	!!!!!!					
Steering (%) :	1	to	5	Reactor (MW) :	250	!!!!!!! ...	
Rudder Tunings :	10						
Cargo :	120	to		Weapon Energy :	2,200	!!!!!!	
Cargo Extensions :	4	!!!		Weapon Recharge :	110		
Shields Bays :	1	!		Hull :	2,500	!!!!	
Shield Energy :	25,000			Creator :	DeadlyDa		
X-Wing Raider (Split)						M4	Image
Speed (m/s) :	105.9	to	317.7	Acceleration :	48.88	!!!!!!!	
Engine Tunings :	20	!!!!!!! ...					
Steering (%) :	1	to	5	Reactor (MW) :	124	!!!	
Rudder Tunings :	20						
Cargo :	86	to		Weapon Energy :	2,573	!!!!!!! ...	
Cargo Extensions :	4	!!		Weapon Recharge :	77.19		
Shields Bays :	1	!		Hull :	2,912	!!!!	
Shield Energy :	5,000			Creator :	DeadlyDa		
Y-Wing (Teladi)						M4	Image
Speed (m/s) :	93.8	to	262.7	Acceleration :	23.22	!!!!	
Engine Tunings :	18	!!!!!!					
Steering (%) :	1	to	5	Reactor (MW) :	297	!!!!!!! ..	
Rudder Tunings :	18						
Cargo :	110	to		Weapon Energy :	2,835	!!!!!!! ..	
Cargo Extensions :	4	!!!		Weapon Recharge :	85.05		
Shields Bays :	3	!!!!!!		Hull :	3,458	!!!!	
Shield Energy :	5,000			Creator :	DeadlyDa		

M3 Craft : Heavy Fighters

The M3 is where most people have their fun. The most abundant type of craft, often with one turret and upto 8 front mounted weapons, the M3 is powerful enough to be deadly, fast enough to be interesting to fly, and big enough to make decent credits, a good all round craft for the veteran and rookie pilot alike. One of the 39 new craft should suit your needs and style.

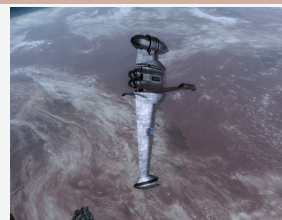
Alien Fighter (Argon)						M3	Image
Speed (m/s) :	142.6	to	228.2	Acceleration :	33	!!!!!!! .	
Engine Tunings :	6	!!!!!! ...		Reactor (MW) :	700	!!!!!!	
Steering (%) :	1	to	5	Weapon Energy :	6,000	!	
Rudder Tunings :	14			Weapon Recharge :	180		
Cargo :	100	to		Hull :	4,000	!!!	
Cargo Extensions :	4	!		Creator :	Northstar		
Shields Bays :	2	!!!					
Shield Energy :	25,000						
Appolox (Goner)						M3	Image
Speed (m/s) :	49.0	to	122.5	Acceleration :	10.99	!!!	
Engine Tunings :	15	!!!!		Reactor (MW) :	1,000	!!!!!!! .	
Steering (%) :	1	to	5	Weapon Energy :	5,800	!	
Rudder Tunings :	15			Weapon Recharge :	116		
Cargo :	236	to		Hull :	10,000	!!!!!! ...	
Cargo Extensions :	4	!!!!		Creator :	Northstar		
Shields Bays :	3	!!!!					
Shield Energy :	25,000						
Arcaine (Paranid)						M3	Image
Speed (m/s) :	54.7	to	120.3	Acceleration :	13	!!!	
Engine Tunings :	12	!!!!		Reactor (MW) :	735	!!!!!! ...	
Steering (%) :	1	to	5	Weapon Energy :	6,652	!	
Rudder Tunings :	12			Weapon Recharge :	133.04		
Cargo :	209	to		Hull :	10,349	!!!!!! ...	
Cargo Extensions :	4	!!!!		Creator :	Yeebok		
Shields Bays :	2	!!!					
Shield Energy :	25,000						

B-Wing (Paranid)

M3

Image

Speed (m/s) :	80.2	to	176.4	Acceleration :	18.57	!!!!
Engine Tunings :	12		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	924	!!!!!! !
Rudder Tunings :	12					
Cargo :	88	to		Weapon Energy :	6,600	!
Cargo Extensions :	4		!	Weapon Recharge :	198	
Shields Bays :	3		!!!!	Hull :	9,880	!!!!!! ...
Shield Energy :	25,000			Creator :	DeadlyDa	

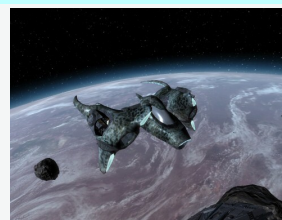


Barracuda X2 (Boron)

M3

Image

Speed (m/s) :	62.0	to	155.0	Acceleration :	14	!!!!
Engine Tunings :	15		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	650	!!!!!!
Rudder Tunings :	15					
Cargo :	208	to		Weapon Energy :	3,500
Cargo Extensions :	4		!!!!	Weapon Recharge :	70	
Shields Bays :	3		!!!!	Hull :	9,000	!!!!!!
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	

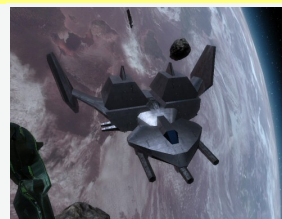


Broadsword (Argon)

M3

Image

Speed (m/s) :	100.0	to	160.0	Acceleration :	12	!!!
Engine Tunings :	6		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	900	!!!!!! ..
Rudder Tunings :	6					
Cargo :	285	to		Weapon Energy :	4,200
Cargo Extensions :	4		!!!!	Weapon Recharge :	126	
Shields Bays :	4		!!!!!! ...	Hull :	8,700	!!!!!!
Shield Energy :	25,000			Creator :	Balogt	



Cylon Raider 2 Raider (Split)

M3





Image



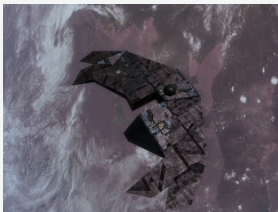

Speed (m/s) :	89.0	to	213.6	Acceleration :	19	!!!!
Engine Tunings :	14		!!!!!! ...			
Steering (%) :	1	to	5	Reactor (MW) :	817	!!!!!! ..
Rudder Tunings :	14					
Cargo :	223	to		Weapon Energy :	5,508	!
Cargo Extensions :	4		!!!!	Weapon Recharge :	165.24	
Shields Bays :	2		!!!	Hull :	8,062	!!!!!!
Shield Energy :	25,000			Creator :	DeadlyDa	



Darkship Raider (Teladi)						M3	Image
Speed (m/s) :	44.1	to	97.1	Acceleration :	8.98	!!	
Engine Tunings :	12		!!!				
Steering (%) :	1	to	5	Reactor (MW) :	739	!!!!!!!	
Rudder Tunings :	12						
Cargo :	308	to		Weapon Energy :	5,700	!	
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	114		
						!!!!!!!	
Shields Bays :	1		!	Hull :	12,480	!	
Shield Energy :	125,000			Creator :	DeadlyDa		
Death Angel (Teladi)						M3	Image
Speed (m/s) :	57.0	to	142.5	Acceleration :	19	!!!!!	
Engine Tunings :	15		!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!!!	
Rudder Tunings :	15						
Cargo :	246	to		Weapon Energy :	5,500	!	
Cargo Extensions :	4		!!!!!	Weapon Recharge :	110		
Shields Bays :	3		!!!!!	Hull :	8,000	!!!!!!	
Shield Energy :	25,000			Creator :	Northstar		
Death Glider (Teladi)						M3	Image
Speed (m/s) :	90.0	to	180.0	Acceleration :	15	!!!!!	
Engine Tunings :	10		!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	650	!!!!!!!	
Rudder Tunings :	10						
Cargo :	190	to		Weapon Energy :	4,500	
Cargo Extensions :	4		!!!	Weapon Recharge :	135		
Shields Bays :	4		!!!!!!!	Hull :	9,000	!!!!!!	
Shield Energy :	25,000			Creator :	Balogt		
Dragon Tooth XL (Argon)						M3	Image
Speed (m/s) :	73.0	to	146.0	Acceleration :	12	!!!	
Engine Tunings :	10		!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	700	!!!!!!!	
Rudder Tunings :	10						
Cargo :	210	to		Weapon Energy :	5,000	!	
Cargo Extensions :	4		!!!!!	Weapon Recharge :	150		
						!!!!!!!	
Shields Bays :	1		!	Hull :	12,000	!	
Shield Energy :	125,000			Creator :	Balogt		

Dralthi Heavy Fighter (Boron)					M3	Image
Speed (m/s) :	78.1	to	195.4	Acceleration :	21.2	!!!!!!
Engine Tunings :	15		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	702	!!!!!! ...
Rudder Tunings :	15					
Cargo :	204	to		Weapon Energy :	5,700	!
Cargo Extensions :	4		!!!!	Weapon Recharge :	114	
Shields Bays :	3		!!!!!!	Hull :	8,800	!!!!!!
Shield Energy :	25,000			Creator :	Unconfirmed	
Evader Mk3 (Argon)					M3	Image
Speed (m/s) :	88.4	to	300.6	Acceleration :	10	!!!
Engine Tunings :	24		!!!!!!! ! .			
Steering (%) :	1	to	5	Reactor (MW) :	650	!!!!!!
Rudder Tunings :	25					
Cargo :	220	to		Weapon Energy :	5,000	!
Cargo Extensions :	4		!!!!	Weapon Recharge :	100	
Shields Bays :	3		!!!!!!	Hull :	10,000	!!!!!!! ...
Shield Energy :	25,000			Creator :	Observe	
F302 (Argon)					M3	Image
Speed (m/s) :	46.0	to	92.0	Acceleration :	11	!!!
Engine Tunings :	10		!!!			
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!!! ...
Rudder Tunings :	10					
Cargo :	400	to		Weapon Energy :	5,800	!
Cargo Extensions :	4		!!!!!!! ...	Weapon Recharge :	174	
Shields Bays :	3		!!!!!!	Hull :	10,000	!!!!!!! ...
Shield Energy :	25,000			Creator :	Balogt	
Falcon X2 (Teladi)					M3	Image
Speed (m/s) :	46.0	to	101.2	Acceleration :	9.39	!!
Engine Tunings :	12		!!!			
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!!! ...
Rudder Tunings :	12					
Cargo :	310	to		Weapon Energy :	4,200
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	126	
Shields Bays :	4		!!!!!!! ...	Hull :	12,000	!!!!!!! ! .
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	

Goran (Split)				M3	Image
Speed (m/s) :	60.0	to 120.0	Acceleration :	10	
Engine Tunings :	10	!!!			
Steering (%) :	1	to 5	Reactor (MW) :	750	
Rudder Tunings :	10				
Cargo :	310	to	Weapon Energy :	5,000	
Cargo Extensions :	4	!!!!!!	Weapon Recharge :	150	
Shields Bays :	3	!!!!!!	Hull :	8,000	
Shield Energy :	25,000		Creator :	Balogt	
Gorellik Hurricane (Gorellik)				M3	Image
Speed (m/s) :	64.5	to 180.6	Acceleration :	19.87	
Engine Tunings :	18	!!!!!!			
Steering (%) :	1	to 5	Reactor (MW) :	850	
Rudder Tunings :	18				
Cargo :	150	to	Weapon Energy :	5,500	
Cargo Extensions :	4	!!	Weapon Recharge :	165	
Shields Bays :	5	!!!!!!!!!! .	Hull :	7,000	
Shield Energy :	25,000		Creator :	Killerog	
Gorith Heavy Fighter Raider (Teladi)				M3	Image
Speed (m/s) :	45.0	to 99.0	Acceleration :	9.16	
Engine Tunings :	12	!!!			
Steering (%) :	1	to 5	Reactor (MW) :	754	
Rudder Tunings :	12				
Cargo :	315	to	Weapon Energy :	5,076	
Cargo Extensions :	4	!!!!!!	Weapon Recharge :	101.52	
Shields Bays :	1	!	Hull :	12,730	
Shield Energy :	125,000		Creator :	Balogt	
Gothri XL (Split)				M3	Image
Speed (m/s) :	89.0	to 178.0	Acceleration :	14	
Engine Tunings :	10	!!!!!!			
Steering (%) :	1	to 5	Reactor (MW) :	840	
Rudder Tunings :	10				
Cargo :	120	to	Weapon Energy :	8,100	
Cargo Extensions :	4	!!	Weapon Recharge :	162	
Shields Bays :	3	!!!!!!	Hull :	9,000	
Shield Energy :	25,000		Creator :	Balogt	

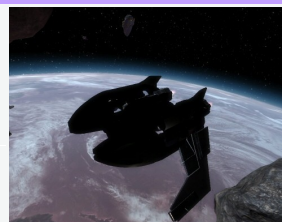
Hellcat (Teladi)			M3				Image
Speed (m/s) :	73.0	to	146.0	Acceleration :	12	!!!	
Engine Tunings :	10		!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	700	!!!!!!	
Rudder Tunings :	10						
Cargo :	350	to		Weapon Energy :	5,000	!	
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	150		
Shields Bays :	3		!!!!!!	Hull :	11,000	!!!!!!! ..	
Shield Energy :	25,000			Creator :	Balogt		
Knight (Argon)			M3				Image
Speed (m/s) :	56.0	to	112.0	Acceleration :	12	!!!	
Engine Tunings :	10		!!!				
Steering (%) :	1	to	5	Reactor (MW) :	850	!!!!!!! ..	
Rudder Tunings :	10						
Cargo :	200	to		Weapon Energy :	5,600	!	
Cargo Extensions :	4		!!!	Weapon Recharge :	168		
Shields Bays :	1		!	Hull :	10,000	!!!!!!! ...	
Shield Energy :	125,000			Creator :	Balogt		
Korhlar (Split)			M3				Image
Speed (m/s) :	55.0	to	110.0	Acceleration :	10	!!!	
Engine Tunings :	10		!!!				
Steering (%) :	1	to	5	Reactor (MW) :	800	!!!!!!! ...	
Rudder Tunings :	10						
Cargo :	300	to		Weapon Energy :	4,500	
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	135		
Shields Bays :	1		!	Hull :	8,500	!!!!!!!	
Shield Energy :	125,000			Creator :	Balogt		
L X2 (Xenon)			M3				Image
Speed (m/s) :	60.0	to	138.0	Acceleration :	14	!!!!	
Engine Tunings :	13		!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	780	!!!!!!! ...	
Rudder Tunings :	13						
Cargo :	222	to		Weapon Energy :	45,999	!!!!!!! ..	
Cargo Extensions :	4		!!!!	Weapon Recharge :	919.98		
Shields Bays :	3		!!!!!!	Hull :	12,000	!!!!!!! ..	
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)		

Mamba X2 (Split)

M3

Image

Speed (m/s) :	74.0	to	185.0	Acceleration :	21.48	!!!!!!
Engine Tunings :	15	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!! ..
Rudder Tunings :	15					
Cargo :	224	to		Weapon Energy :	6,000	!
Cargo Extensions :	4	!!!!		Weapon Recharge :	120	
Shields Bays :	2	!!!		Hull :	8,000	!!!!!!
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	



Northstar Warrior (Goner)

M3

Image

Speed (m/s) :	61.0	to	176.9	Acceleration :	12	!!!
Engine Tunings :	19	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	850	!!!!!! ..
Rudder Tunings :	19					
Cargo :	160	to		Weapon Energy :	7,000	!
Cargo Extensions :	4	!!!		Weapon Recharge :	210	
Shields Bays :	3	!!!!!!		Hull :	8,000	!!!!!!
Shield Energy :	25,000			Creator :	Northstar	

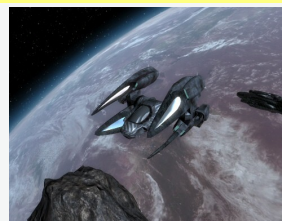


Nova X2 (Argon)

M3

Image

Speed (m/s) :	49.8	to	124.5	Acceleration :	12.99	!!!
Engine Tunings :	15	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	800	!!!!!! ..
Rudder Tunings :	15					
Cargo :	220	to		Weapon Energy :	5,500	!
Cargo Extensions :	4	!!!!		Weapon Recharge :	110	
Shields Bays :	4	!!!!!! ..		Hull :	10,000	!!!!!!
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	

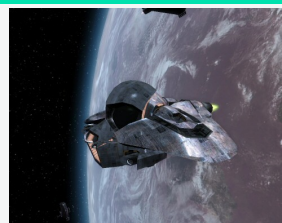


Orinocho (Pirates)

M3

Image

Speed (m/s) :	45.0	to	112.5	Acceleration :	15.21	!!!!
Engine Tunings :	15	!!!				
Steering (%) :	1	to	5	Reactor (MW) :	841	!!!!!! ..
Rudder Tunings :	15					
Cargo :	208	to		Weapon Energy :	7,814	!
Cargo Extensions :	4	!!!!		Weapon Recharge :	234.42	
Shields Bays :	2	!!!		Hull :	9,000	!!!!!!
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	



Orion Sentinel (Argon)

M3

Image

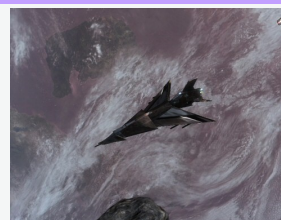


Speed (m/s) :	95.0	to	190.0	Acceleration :	14	!!!!
Engine Tunings :	10	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	1,000	!!!!!!!!! .
Rudder Tunings :	10					
Cargo :	90	to		Weapon Energy :	4,400
Cargo Extensions :	4	!		Weapon Recharge :	220	
Shields Bays :	3	!!!!		Hull :	13,000	!!!!!!!!! .
Shield Energy :	25,000			Creator :	Unconfirmed	

Penatron (Split)

M3

Image



Speed (m/s) :	78.0	to	195.0	Acceleration :	21.48	!!!!!!
Engine Tunings :	15	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!! ...
Rudder Tunings :	15					
Cargo :	180	to		Weapon Energy :	5,000	!
Cargo Extensions :	4	!!!		Weapon Recharge :	100	
Shields Bays :	2	!!!		Hull :	8,000	!!!!!!
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	

Peregrin (Paranid)

M3

Image



Speed (m/s) :	68.0	to	136.0	Acceleration :	12	!!!
Engine Tunings :	10	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	650	!!!!!!
Rudder Tunings :	10					
Cargo :	300	to		Weapon Energy :	5,000	!
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	150	
Shields Bays :	3	!!!!!!		Hull :	10,000	!!!!!! ...
Shield Energy :	25,000			Creator :	Balogt	

Perseus X2 (Paranid)

M3

Image



Speed (m/s) :	66.0	to	145.2	Acceleration :	11	!!!
Engine Tunings :	12	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!! ...
Rudder Tunings :	12					
Cargo :	120	to		Weapon Energy :	6,600	!
Cargo Extensions :	4	!!		Weapon Recharge :	132	
Shields Bays :	3	!!!!!!		Hull :	10,000	!!!!!! ...
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	

Q Bomber (Xenon)				M3	Image
Speed (m/s) :	53.7	to	123.4	Acceleration : 12.79	
Engine Tunings :	13	!!!!		
Steering (%) :	1	to	5	Reactor (MW) : 900	
Rudder Tunings :	13				
Cargo :	324	to		Weapon Energy : 3,880	
Cargo Extensions :	4	!!!!!!	Weapon Recharge : 116.4	
Shields Bays :	4	!!!!!!	...	Hull : 10,000	
Shield Energy :	25,000			Creator : Northstar	
Shrike (Argon)				M3	Image
Speed (m/s) :	46.0	to	101.2	Acceleration : 12	
Engine Tunings :	12	!!!		
Steering (%) :	1	to	5	Reactor (MW) : 850	
Rudder Tunings :	12				
Cargo :	250	to		Weapon Energy : 4,400	
Cargo Extensions :	4	!!!!	Weapon Recharge : 176	
Shields Bays :	1	!	Hull : 9,000	
Shield Energy :	125,000			Creator : Balogt	
Steltek Raider (Boron)				M3	Image
Speed (m/s) :	59.0	to	118.0	Acceleration : 10	
Engine Tunings :	10	!!!		
Steering (%) :	1	to	5	Reactor (MW) : 700	
Rudder Tunings :	10				
Cargo :	380	to		Weapon Energy : 7,000	
Cargo Extensions :	4	!!!!!!	...	Weapon Recharge : 140	
Shields Bays :	3	!!!!	Hull : 8,000	
Shield Energy :	25,000			Creator : Balogt	
Strath (Argon)				M3	Image
Speed (m/s) :	55.0	to	110.0	Acceleration : 9	
Engine Tunings :	10	!!!		
Steering (%) :	1	to	5	Reactor (MW) : 700	
Rudder Tunings :	10				
Cargo :	500	to		Weapon Energy : 5,000	
Cargo Extensions :	4	!!!!!!	.	Weapon Recharge : 150	
Shields Bays :	3	!!!!	Hull : 8,000	
Shield Energy :	25,000			Creator : Balogt	

Terran Heavy fighter (Argon)

M3

Image



Speed (m/s) :	62.8	to	157.0	Acceleration :	13.4	!!!!
Engine Tunings :	15	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	928	!!!!!!! .
Rudder Tunings :	15					
Cargo :	221	to		Weapon Energy :	6,048	!
Cargo Extensions :	4	!!!!		Weapon Recharge :	181.44	
Shields Bays :	3	!!!!		Hull :	9,600	!!!!!!! ...
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	

USS Defiant M3 fighter (Argon)

M3

Image

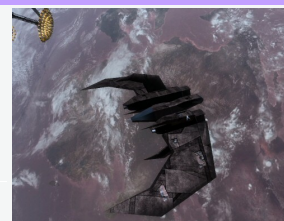


Speed (m/s) :	71.0	to	142.0	Acceleration :	14.25	!!!!
Engine Tunings :	10	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	750	!!!!!!! ...
Rudder Tunings :	10					
Cargo :	250	to		Weapon Energy :	5,050	!
Cargo Extensions :	4	!!!!		Weapon Recharge :	101	
Shields Bays :	1	!		Hull :	10,000	!!!!!!! ...
Shield Energy :	125,000			Creator :	Dogbite20	

Vaktoth (Split)

M3

Image



Speed (m/s) :	58.0	to	116.0	Acceleration :	9	!!
Engine Tunings :	10	!!!				
Steering (%) :	1	to	5	Reactor (MW) :	700	!!!!!!! ...
Rudder Tunings :	10					
Cargo :	400	to		Weapon Energy :	6,000	!
Cargo Extensions :	4	!!!!!!! ...		Weapon Recharge :	120	
Shields Bays :	4	!!!!!!! ...		Hull :	8,000	!!!!!!! ...
Shield Energy :	25,000			Creator :	Balogt	


Wraith (Argon)

M3

Image



Speed (m/s) :	70.0	to	126.0	Acceleration :	10	!!!
Engine Tunings :	8	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	850	!!!!!!! ..
Rudder Tunings :	8					
Cargo :	200	to		Weapon Energy :	4,000
Cargo Extensions :	4	!!!		Weapon Recharge :	200	
Shields Bays :	3	!!!!		Hull :	8,000	!!!!!!! ...
Shield Energy :	25,000			Creator :	Balogt	

YT-2400 Outrider (Split)				M3		Image
Speed (m/s) :	87.5	to	201.3	Acceleration :	16	
Engine Tunings :	13	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	950	
Rudder Tunings :	13				!!!!!!! ! .	
Cargo :	200	to		Weapon Energy :	6,800	
Cargo Extensions :	4	!!!		Weapon Recharge :	136	
Shields Bays :	2	!!!		Hull :	7,904	
Shield Energy :	25,000			Creator :	DeadlyDa	

M6 Craft : Corvettes

Essentially a huge fighter, M6 craft are bristling with weaponry and are the craft of choice for many a hardy spacehand, proving their worth in both the trade and combat realms. Eleven of the little beauties await your discovery..

Dragon X2 (Split)

M6

Image



Speed (m/s) :	59.0	to	112.1	Acceleration :	5	!!!!!!
Engine Tunings :	9		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	2,500	!!!!!!
Rudder Tunings :	9					
Cargo :	1,500	to		Weapon Energy :	14,700	!!!!!!!!! .
Cargo Extensions :	4		!!!!!!!!! .	Weapon Recharge :	294	
Shields Bays :	4		!!!!!! ...	Hull :	44,000	!!!!!!
Shield Energy :	125,000			Creator :	DeadlyDa	

Goner Reaper XL (Argon)

M6

Image



Speed (m/s) :	140.0	to	196.0	Acceleration :	5	!!!!!!
Engine Tunings :	4		!!!!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	2,300	!!!!!!
Rudder Tunings :	20					
Cargo :	1,100	to		Weapon Energy :	10,000	!!!!!!
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	400	
Shields Bays :	4		!!!!!! ...	Hull :	55,000	!!!!!! ...
Shield Energy :	125,000			Creator :	Balogt	

Gorellik Rapier (Gorellik)

M6

Image



Speed (m/s) :	80.0	to	160.0	Acceleration :	6	!!!!!! ...
Engine Tunings :	10		!!!!!! ..			
Steering (%) :	1	to	5	Reactor (MW) :	2,450	!!!!!!
Rudder Tunings :	10					
Cargo :	1,078	to		Weapon Energy :	14,000	!!!!!!!!! .
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	420	
Shields Bays :	3		!!!!!!	Hull :	59,230	!!!!!! ..
Shield Energy :	125,000			Creator :	Killerog	

Gorellik Thunderbolt (Gorellik)						M6	Image
Speed (m/s) :	80.0	to	160.0	Acceleration :	6	!!!!!! ...	
Engine Tunings :	10	!!!!!! ..					
Steering (%) :	1	to	5	Reactor (MW) :	2,450	!!!!!!	
Rudder Tunings :	10						
Cargo :	1,079	to		Weapon Energy :	14,000	!!!!!! .	
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	420		
Shields Bays :	3	!!!!!!		Hull :	5,923	
Shield Energy :	125,000			Creator :	Killerog		
Hydra Mk II Military Transport (Boron)						M6	Image
Speed (m/s) :	58.0	to	116.0	Acceleration :	8	!!!!!!	
Engine Tunings :	10	!!!!!!					
Steering (%) :	1	to	5	Reactor (MW) :	2,600	!!!!!!	
Rudder Tunings :	20						
Cargo :	1,200	to		Weapon Energy :	11,000	!!!!!! ...	
Cargo Extensions :	4	!!!!!! ...		Weapon Recharge :	440		
Shields Bays :	5	!!!!!! ! .		Hull :	55,000	!!!!!! ...	
Shield Energy :	125,000			Creator :	Balogt		
Kamekh (Paranid)						M6	Image
Speed (m/s) :	64.0	to	128.0	Acceleration :	6	!!!!!! ...	
Engine Tunings :	10	!!!!!!					
Steering (%) :	1	to	5	Reactor (MW) :	3,078	!!!!!! ...	
Rudder Tunings :	10						
Cargo :	1,000	to		Weapon Energy :	11,025	!!!!!! ...	
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	330.75		
Shields Bays :	4	!!!!!! ...		Hull :	50,000	!!!!!!	
Shield Energy :	125,000			Creator :	Balogt		
Marquis Raider (Teladi)						M6	Image
Speed (m/s) :	43.4	to	86.7	Acceleration :	5.98	!!!!!! ...	
Engine Tunings :	10	!!!!!!					
Steering (%) :	1	to	5	Reactor (MW) :	2,862	!!!!!! ...	
Rudder Tunings :	10						
Cargo :	1,380	to		Weapon Energy :	11,025	!!!!!! ...	
Cargo Extensions :	4	!!!!!! ..		Weapon Recharge :	330.75		
Shields Bays :	4	!!!!!! ...		Hull :	66,240	!!!!!! .	
Shield Energy :	125,000			Creator :	Unconfirmed		

Monsoon Gunboat (Boron)

M6

Image



Speed (m/s) :	54.9	to	131.8	Acceleration :	4.98	!!!!!!
Engine Tunings :	14		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	3,078	!!!!!! ...
Rudder Tunings :	14					
Cargo :	1,380	to		Weapon Energy :	11,025	!!!!!! ...
Cargo Extensions :	4		!!!!!! ..	Weapon Recharge :	441	
Shields Bays :	3		!!!!!!	Hull :	49,680	!!!!!!
Shield Energy :	125,000			Creator :	DeadlyDa	

Osprey X2 (Teladi)

M6

Image

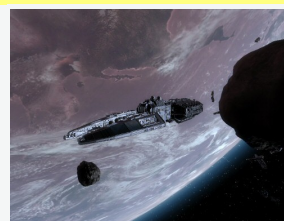


Speed (m/s) :	42.0	to	84.0	Acceleration :	4	!!!!
Engine Tunings :	10		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	2,650	!!!!!!
Rudder Tunings :	10					
Cargo :	1,600	to		Weapon Energy :	11,000	!!!!!! ...
Cargo Extensions :	4		!!!!!! ..	Weapon Recharge :	220	
Shields Bays :	5		!!!!!! ..	Hull :	72,000	!!!!!! ..
Shield Energy :	125,000			Creator :	Egosoft (re-added by Northstar)	

Ranger M6 (Argon)

M6

Image



Speed (m/s) :	56.1	to	112.2	Acceleration :	4.98	!!!!!!
Engine Tunings :	10		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	2,700	!!!!!!
Rudder Tunings :	10					
Cargo :	1,150	to		Weapon Energy :	11,025	!!!!!! ...
Cargo Extensions :	4		!!!!!! ...	Weapon Recharge :	330.75	
Shields Bays :	3		!!!!!!	Hull :	55,200	!!!!!! ...
Shield Energy :	125,000			Creator :	Unconfirmed	

Recording Star M7 (Goner)

M6

Image



Speed (m/s) :	54.0	to	108.0	Acceleration :	5.22	!!!!!!
Engine Tunings :	10		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	4,000	!!!!!! ..
Rudder Tunings :	10					
Cargo :	1,500	to		Weapon Energy :	9,000	!!!!!!
Cargo Extensions :	4		!!!!!! ..	Weapon Recharge :	180	
Shields Bays :	4		!!!!!! ...	Hull :	42,000	!!!!!!
Shield Energy :	125,000			Creator :	Northstar	

TS Craft : Freighters

Freighters are the backbone of the universe, transporting goods to make wares, and making credits for those who pilot them. 9 new TS vessels are included, allowing you to maximise your trading.

Cotton Tender (Argon)

TS

Image

Speed (m/s) :	53.0	to	106.0	Acceleration :	2.74	!!!!!! ...
Engine Tunings :	10	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	666	!!!!!! .
Rudder Tunings :	10					
Cargo :	3,840	to		Weapon Energy :	1,432	!!!!!!
Cargo Extensions :	4	!!		Weapon Recharge :	14.32	
Shields Bays :	3	!!!!!! ...		Hull :	19,000	!!!!!! .
Shield Energy :	25,000			Creator :	DeadlyDa	



Dolphin X2 (Boron)

TS

Image

Speed (m/s) :	60.0	to	108.0	Acceleration :	1.83	!!!!
Engine Tunings :	8	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	650	!!!!!! .
Rudder Tunings :	8					
Cargo :	4,200	to		Weapon Energy :	750	!!!
Cargo Extensions :	4	!!		Weapon Recharge :	7.5	
Shields Bays :	3	!!!!!! ...		Hull :	18,000	!!!!!! ..
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	



Firefly Freighter (Boron)

TS

Image

Speed (m/s) :	46.7	to	84.0	Acceleration :	2	!!!!
Engine Tunings :	8	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	722	!!!!!! .
Rudder Tunings :	8					
Cargo :	8,000	to		Weapon Energy :	818	!!!
Cargo Extensions :	4	!!!!		Weapon Recharge :	8.18	
Shields Bays :	1	!!		Hull :	17,100	!!!!!! ..
Shield Energy :	125,000			Creator :	DeadlyDa	

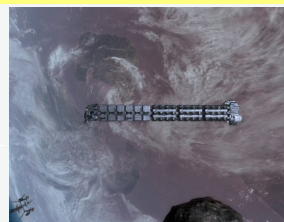


Goner Improved Super Freighter (Argon)

TS

Image

Speed (m/s) :	32.0	to	76.8	Acceleration :	2.4	!!!!!! ...
Engine Tunings :	14		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	530	!!!!!! ...
Rudder Tunings :	14					
Cargo :	16,000	to		Weapon Energy :	850	!!!!
			!!!!!!			
Cargo Extensions :	4		! .	Weapon Recharge :	8.5	
			!!!!!!			
Shields Bays :	4		!!	Hull :	17,000	!!!!!! ..
Shield Energy :	25,000			Creator :	Northstar	



Journeyman (Paranid)

TS

Image

Speed (m/s) :	48.0	to	86.4	Acceleration :	3.5	!!!!!! .
Engine Tunings :	8		!!!!!! ...			
Steering (%) :	1	to	5	Reactor (MW) :	650	!!!!!! .
Rudder Tunings :	8					
Cargo :	9,000	to		Weapon Energy :	750	!!!
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	7.5	
Shields Bays :	3		!!!!!! ...	Hull :	18,000	!!!!!! ..
Shield Energy :	25,000			Creator :	Yeebok	

Mercury X2 (Argon)

TS

Image

Speed (m/s) :	62.0	to	124.0	Acceleration :	2.52	!!!!!! ...
			!!!!!!			
Engine Tunings :	10		! .			
Steering (%) :	1	to	5	Reactor (MW) :	600	!!!!!! ..
Rudder Tunings :	10					
Cargo :	6,000	to		Weapon Energy :	850	!!!!
Cargo Extensions :	4		!!!	Weapon Recharge :	8.5	
			!!!!!!			
Shields Bays :	4		!!	Hull :	20,000	!!!!!! .
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	



Naboo Transporter (Argon)


TS

Image

Speed (m/s) :	52.0	to	104.0	Acceleration :	2.52	!!!!!! ...
Engine Tunings :	10		!!!!!! ...			
Steering (%) :	1	to	5	Reactor (MW) :	600	!!!!!! ..
Rudder Tunings :	10					
Cargo :	5,000	to		Weapon Energy :	850	!!!!
Cargo Extensions :	4		!!!	Weapon Recharge :	8.5	
Shields Bays :	3		!!!!!! ...	Hull :	20,000	!!!!!! .
Shield Energy :	25,000			Creator :	Northstar	



Tetrax Freighter (Split)						TS	Image
Speed (m/s) :	46.5	to	83.7	Acceleration :	2.41	!!!!!!	
Engine Tunings :	8		!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	500	!!!!!!	
Rudder Tunings :	8						
Cargo :	10,000	to		Weapon Energy :	1,200	!!!!!!	
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	12		
Shields Bays :	4		!!!!!!!!!!!!	Hull :	18,000	!!!!!!!!!! ..	
Shield Energy :	25,000			Creator :	Yeebok		

YT-1300 (Teladi)						TS	Image
Speed (m/s) :	76.0	to	136.8	Acceleration :	2	!!!!!!	
Engine Tunings :	8		!!!!!!!!!!!! .				
Steering (%) :	1	to	5	Reactor (MW) :	366	!!!!!!	
Rudder Tunings :	8						
Cargo :	6,000	to		Weapon Energy :	2,100	!!!!!!!!!! ! .	
Cargo Extensions :	4		!!!	Weapon Recharge :	21		
Shields Bays :	3		!!!!!!!!!! ...	Hull :	18,000	!!!!!!!!!! ..	
Shield Energy :	25,000			Creator :	DeadlyDa		

TP Craft : People Movers

The People Transporter is a special craft, able to ferry cargo but also passengers - meaning you can take people in addition to cargo and make even more profitss on a trip. Many BBS missions require a TP class vessel to complete them, and the Taxi Driver's guild would have a hard time without them. 6 new TP craft are available.

Express Military Transport (Argon)

TP

Image

Speed (m/s) :	60.0	to	120.0	Acceleration :	3.91	!!!!!! ...
Engine Tunings :	10	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	520	!!!!!! .
Rudder Tunings :	10					
Cargo :	1,300	to		Weapon Energy :	590	!!!!!! ...
Cargo Extensions :	4	!!!!!! ..		Weapon Recharge :	5.9	
Shields Bays :	4	!!!!!!		Hull :	16,000	!!!!!!
Shield Energy :	25,000			Creator :	Unconfirmed	



Iguana X2 (Split)

TP

Image

Speed (m/s) :	94.0	to	178.6	Acceleration :	3.91	!!!!!! ...
Engine Tunings :	9	!!!!!! .				
Steering (%) :	1	to	5	Reactor (MW) :	550	!!!!!! .
Rudder Tunings :	9					
Cargo :	480	to		Weapon Energy :	800	!!!!!! .
Cargo Extensions :	4	!!		Weapon Recharge :	16	
Shields Bays :	2	!!!!		Hull :	16,000	!!!!!!
Shield Energy :	25,000			Creator :	Egosoft (re-added by Northstar)	




Luxury TP (Teladi)


TP


Image

Speed (m/s) :	50.0	to	125.0	Acceleration :	3.14	!!!!!! ...
Engine Tunings :	15	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	450	!!!!!! ..
Rudder Tunings :	15					
Cargo :	900	to		Weapon Energy :	450	!!!!!!
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	4.5	
Shields Bays :	3	!!!!!! ...		Hull :	24,000	!!!!!! .
Shield Energy :	25,000			Creator :	Yeebok	



Tarsus Hauler (Teladi)						TP	Image
Speed (m/s) :	42.5	to	85.0	Acceleration :	5	!!!!!!! .	
Engine Tunings :	10	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	520	!!!!!!! .	
Rudder Tunings :	10						
Cargo :	1,600	to		Weapon Energy :	700	!!!!!!! ..	
Cargo Extensions :	4	!!!!!!!	.	Weapon Recharge :	7		
Shields Bays :	3	!!!!!!	...	Hull :	14,000	!!!!	
Shield Energy :	25,000			Creator :	Balogt	

TP-Mk2 Freighter (Teladi)						TP	Image
Speed (m/s) :	61.6	to	154.0	Acceleration :	3.76	!!!!!! ...	
Engine Tunings :	15	!!!!!!!	..				
Steering (%) :	1	to	5	Reactor (MW) :	500	!!!!!!! .	
Rudder Tunings :	15						
Cargo :	1,000	to		Weapon Energy :	700	!!!!!!! ..	
Cargo Extensions :	4	!!!!!!	Weapon Recharge :	7		
Shields Bays :	3	!!!!!!!	...	Hull :	26,203	!!!!!!!	
Shield Energy :	25,000			Creator :	Unconfirmed		

Z2 Galaxy Transporter (Argon)						TP	Image
Speed (m/s) :	50.0	to	110.0	Acceleration :	5	!!!!!!! .	
Engine Tunings :	12	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	500	!!!!!!! .	
Rudder Tunings :	12						
Cargo :	1,000	to		Weapon Energy :	700	!!!!!!! ..	
Cargo Extensions :	4	!!!!!!	Weapon Recharge :	7		
Shields Bays :	4	!!!!!!!		Hull :	19,000	!!!!!!! ...	
Shield Energy :	25,000			Creator :	Dogbite20		

TL Craft : Station Transporter

The TL vessel is for the empire builder, allowing you to place your own factories, as well as carry vast amounts of cargo . The TL vessels are slow and heavy but without them the economy of the X universe would not expand. Another ten varieties of TL await you within the XFP mod.

Acheron Transporter (Paranid)

TL

Image

Speed (m/s) :	74.1	to	111.1	Acceleration :	3.45	!!!
Engine Tunings :	5	!!!!!! ...				
Steering (%) :	1	to	5	Reactor (MW) :	4,000	!!!!!!! .
Rudder Tunings :	5					
Cargo :	32,000	to		Weapon Energy :	18,018	!!!!!!!
Cargo Extensions :	4	!!!		Weapon Recharge :	180.18	
Shields Bays :	5	!!!!!! ...		Hull :	100,000	!!!!!!! .
Shield Energy :	125,000			Creator :	DeadlyDa	



Albatross X2 (Teladi)

TL

Image

Speed (m/s) :	54.0	to	81.0	Acceleration :	2.6	!!
Engine Tunings :	5	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	3,400	!!!!!!! ..
Rudder Tunings :	5					
Cargo :	40,000	to		Weapon Energy :	15,400	!!!!!!! ..
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	308	
Shields Bays :	8	!!!!!!!		Hull :	78,000	!!!!!!! ...
Shield Energy :	125,000			Creator :	Egosoft (re-added by Northstar)	



Beluga TL (Boron)

TL

Image

Speed (m/s) :	46.0	to	69.0	Acceleration :	2.26	!
Engine Tunings :	5	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	2,500	!!!!!! ...
Rudder Tunings :	5					
Cargo :	70,356	to		Weapon Energy :	15,000	!!!!!!! ..
Cargo Extensions :	4	!!!!!!! ..		Weapon Recharge :	150	
Shields Bays :	4	!!!!!!		Hull :	100,000	!!!!!!! .
Shield Energy :	125,000			Creator :	Northstar	



Carrier Transport (Argon)

TL

Image

Speed (m/s) :	32.0	to	70.4	Acceleration :	2.67	!!
Engine Tunings :	12	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	2,500	!!!!!!
Rudder Tunings :	10					
Cargo :	80,000	to		Weapon Energy :	15,000	!!!!!! ..
Cargo Extensions :	4	!!!!!! .		Weapon Recharge :	300	
Shields Bays :	5	!!!!!!		Hull :	80,000	!!!!!! ...
Shield Energy :	125,000			Creator :	Northstar	



Cenliner Super TL (Teladi)

TL

Image

Speed (m/s) :	46.0	to	92.0	Acceleration :	2.4	!!
Engine Tunings :	10	!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	3,300	!!!!!! ..
Rudder Tunings :	16					
Cargo :	50,000	to		Weapon Energy :	15,000	!!!!!! ..
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	150	
Shields Bays :	8	!!!!!!		Hull :	90,000	!!!!!! ..
Shield Energy :	125,000			Creator :	Balogt	

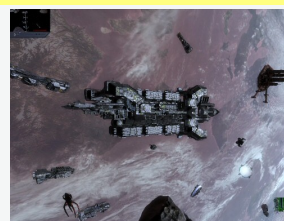


Cetus Mk2 (Argon)

TL

Image

Speed (m/s) :	87.1	to	130.7	Acceleration :	2.88	!!
Engine Tunings :	5	!!!!!! ..				
Steering (%) :	1	to	5	Reactor (MW) :	3,300	!!!!!! ..
Rudder Tunings :	5					
Cargo :	51,000	to		Weapon Energy :	16,613	!!!!!! .
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	166.13	
Shields Bays :	5	!!!!!!		Hull :	96,000	!!!!!! .
Shield Energy :	125,000			Creator :	DeadlyDa	



Drayman Super Freighter (Argon)

TL

Image

Speed (m/s) :	100.0	to	140.0	Acceleration :	11.5	!!!!!! .
Engine Tunings :	4	!!!!!! .				
Steering (%) :	1	to	5	Reactor (MW) :	2,000	!!!!
Rudder Tunings :	4					
Cargo :	30,000	to		Weapon Energy :	17,100	!!!!!! .
Cargo Extensions :	4	!!!		Weapon Recharge :	171	
Shields Bays :	4	!!!!		Hull :	80,000	!!!!!! ...
Shield Energy :	125,000			Creator :	Unconfirmed	



Rhino Bulk Transporter (Argon)

TL

Image

Speed (m/s) :	67.0	to	100.5	Acceleration :	3	!!
Engine Tunings :	5	!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	3,400	!!!!!! ..
Rudder Tunings :	5					
Cargo :	55,000	to		Weapon Energy :	15,400	!!!!!! ..
Cargo Extensions :	4	!!!!!!	Weapon Recharge :	154	
Shields Bays :	6	!!!!!!	...	Hull :	100,000	!!!!!! .
Shield Energy :	125,000			Creator :	Egosoft (re-added by Northstar)	



Terran Transporter (Split)

TL

Image

Speed (m/s) :	101.2	to	151.7	Acceleration :	6.64	!!!!
Engine Tunings :	5	!!!!!!	.			
Steering (%) :	1	to	5	Reactor (MW) :	4,100	!!!!!! .
Rudder Tunings :	5					
Cargo :	24,000	to		Weapon Energy :	16,613	!!!!!! .
Cargo Extensions :	4	!!	Weapon Recharge :	166.13	
Shields Bays :	4	!!!!	Hull :	80,000	!!!!!! ...
Shield Energy :	125,000			Creator :	DeadlyDa	



Yaki Battle Cruiser (Yaki)

TL

Image

Speed (m/s) :	80.0	to	120.0	Acceleration :	6.2	!!!!
Engine Tunings :	5	!!!!!!	...			
Steering (%) :	1	to	5	Reactor (MW) :	2,200	!!!!
Rudder Tunings :	10					
Cargo :	44,000	to		Weapon Energy :	15,000	!!!!!! ..
Cargo Extensions :	4	!!!!	Weapon Recharge :	150	
Shields Bays :	8	!!!!!!		Hull :	70,000	!!!!!!
Shield Energy :	125,000			Creator :	Egosoft (re-added by Northstar)	



M2 Vessels : Destroyers

A battleship is nothing without a destroyer providing support. Great big things that handle like the proverbial planet. You need a little more speed to really do damage ! Eight M2 class vessels are included.

Holy Pathfinder Military Transport (Goner)

M2

Image

Speed (m/s) :	46.0	to	92.0	Acceleration :	4	!!!!!! ...
Engine Tunings :	10	!!!!!! .				
Steering (%) :	1	to	5	Reactor (MW) :	10,000	!!!!!!
Rudder Tunings :	10					
Cargo :	12,600	to		Weapon Energy :	240,000	!!!!!!
Cargo Extensions :	4	!!!!!! .		Weapon Recharge :	4800	
Shields Bays :	6	!!!!!!		Hull :	200,000	!!!!!!
Shield Energy :	1,000,000			Creator :	Northstar	



Narcissus (Teladi)

M2

Image

Speed (m/s) :	26.1	to	44.4	Acceleration :	3.21	!!!!!!
Engine Tunings :	7	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	9,120	!!!!!!
Rudder Tunings :	7					
Cargo :	13,390	to		Weapon Energy :	306,804	!!!!!! ..
Cargo Extensions :	4	!!!!!! .		Weapon Recharge :	6136.08	
Shields Bays :	1	!		Hull :	314,280	!!!!!! .
Shield Energy :	10,000,000			Creator :	DeadlyDa	



Nebulon-B (Argon)

M2

Image

Speed (m/s) :	55.0	to	88.0	Acceleration :	5	!!!!!! .
Engine Tunings :	6	!!!!!! .				
Steering (%) :	1	to	5	Reactor (MW) :	10,000	!!!!!!
Rudder Tunings :	6					
Cargo :	8,200	to		Weapon Energy :	260,000	!!!!!! ...
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	5200	
Shields Bays :	7	!!!!!! ...		Hull :	200,000	!!!!!!
Shield Energy :	1,000,000			Creator :	Unconfirmed	



Omega (Argon)				M2	Image
Speed (m/s) :	38.2	to	53.4	Acceleration : 3.5	
Engine Tunings :	4		!!!!	
Steering (%) :	1	to	5	Reactor (MW) : 16,416	
Rudder Tunings :	4			!!!!!!!	
Cargo :	10,300	to		Weapon Energy : 306,804	
Cargo Extensions :	4		!!!!!!!	Weapon Recharge : 3068.04	
Shields Bays :	9		!!!!!!!	Hull : 261,900	
Shield Energy :	1,000,000		!	Creator : DeadlyDa	
Paradigm (Argon)				M2	Image
Speed (m/s) :	26.0	to	52.0	Acceleration : 4	
Engine Tunings :	10		!!!!	
Steering (%) :	1	to	5	Reactor (MW) : 12,440	
Rudder Tunings :	16			!!!!!!!	
Cargo :	9,000	to		Weapon Energy : 250,586	
Cargo Extensions :	4		!!!!!!!	Weapon Recharge : 7517.58	
Shields Bays :	6		!!!!!!!	Hull : 260,000	
Shield Energy :	1,000,000		!!!!!!!	Creator : balogt	
Protector (Boron)				M2	Image
Speed (m/s) :	44.7	to	62.6	Acceleration : 4.83	
Engine Tunings :	4		!!!!!!!	
Steering (%) :	1	to	5	Reactor (MW) : 16,000	
Rudder Tunings :	4			!!!!!!!	
Cargo :	9,600	to		Weapon Energy : 276,168	
Cargo Extensions :	4		!!!!!!!	Weapon Recharge : 5523.36	
Shields Bays :	9		!!!!!!!	Hull : 210,000	
Shield Energy :	1,000,000		!	Creator : DeadlyDa	
Ray X2 (Boron)				M2	Image
Speed (m/s) :	49.0	to	68.6	Acceleration : 4.43	
Engine Tunings :	4		!!!!!!!	
Steering (%) :	1	to	5	Reactor (MW) : 14,200	
Rudder Tunings :	4			!!!!!!!	
Cargo :	11,000	to		Weapon Energy : 248,800	
Cargo Extensions :	4		!!!!!!!	Weapon Recharge : 2488	
Shields Bays :	8		!!!!!!!	Hull : 243,000	
Shield Energy :	1,000,000		!!!!!!!	Creator : Egsoft (re-added by Northstar)	

TLoth (Split)

M2

Image

Speed (m/s) :	54.0	to	75.6	Acceleration :	3.21	!!!!!! ...
Engine Tunings :	4	!!!!!!! ..				
Steering (%) :	1	to	5	Reactor (MW) :	16,416	!!!!!!! ! .
Rudder Tunings :	4					
Cargo :	7,210	to		Weapon Energy :	368,076	!!!!!!! !!
Cargo Extensions :	4	!!!!!!		Weapon Recharge :	3680.76	
Shields Bays :	8	!!!!!!! ..		Hull :	209,520	!!!!!! ...
Shield Energy :	1,000,000			Creator :	Balogt	



M1 Class : Battleships

Who doesn't want to wade into battle in one of the behemoths of space ? Can you afford one, and do they like you enough to sell you one .. that's what's important. Once you kit out one of these babies, battle will never be the same. The XFP mod has also introduced the M0 class, an even beefier vessel. Thirty of these vessels have been added.

Alien Carrier (Argon)

M1

Image

Speed (m/s) :	57.0	to	68.4	Acceleration :	1.4	!
Engine Tunings :	2	!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	8,000	!
Rudder Tunings :	8					
Cargo :	11,000	to		Weapon Energy :	55,000	!
Cargo Extensions :	4		Weapon Recharge :	1100	
Shields Bays :	6	!!!!	Hull :	145,500
Shield Energy :	1,000,000			Creator :	Balogt	



Base Star (Boron)

M1

Image

Speed (m/s) :	26.0	to	44.2	Acceleration :	0.2
Engine Tunings :	7	!!			
Steering (%) :	1	to	5	Reactor (MW) :	10,528	!
Rudder Tunings :	7					
Cargo :	90,000	to		Weapon Energy :	1,100
Cargo Extensions :	4	!!!!	Weapon Recharge :	1903	
Shields Bays :	8	!!!!!!	...	Hull :	4,200,000	!!!!!! .
Shield Energy :	10,000,000			Creator :	Balogt	

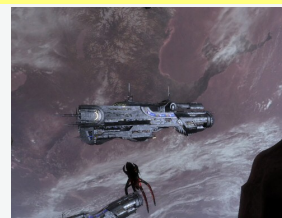


Colussus Raider (Argon)

M1

Image

Speed (m/s) :	150.0	to	150.0	Acceleration :	5	!!!!!!
Engine Tunings :	0	!!!!!!	..			
Steering (%) :	1	to	5	Reactor (MW) :	8,000	!
Rudder Tunings :	6					
Cargo :	7,000	to		Weapon Energy :	40,000
Cargo Extensions :	4		Weapon Recharge :	1200	
Shields Bays :	1		Hull :	150,000
Shield Energy :	10,000,000			Creator :	Observe	



Condor Raider (Teladi)

M1

Image



Speed (m/s) :	40.0	to	80.0	Acceleration :	5	!!!!!!
Engine Tunings :	10		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	8,162	!
Rudder Tunings :	4					
Cargo :	7,000	to		Weapon Energy :	51,087	!
Cargo Extensions :	4		Weapon Recharge :	1021.74	
Shields Bays :	1		Hull :	192,500
Shield Energy :	10,000,000			Creator :	Observe	

ESS Battle Cruiser (Argon)

M1

Image



Speed (m/s) :	28.0	to	44.8	Acceleration :	1.59	!
Engine Tunings :	6		!!			
Steering (%) :	1	to	5	Reactor (MW) :	18,000	!!
Rudder Tunings :	6					
Cargo :	120,000	to		Weapon Energy :	233,527	!!!!!!
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	4670.54	
Shields Bays :	3		!!	Hull :	400,000
Shield Energy :	10,000,000			Creator :	Dogbite20	

Gorellik Aurora (Gorellik)

M1

Image



Speed (m/s) :	34.0	to	68.0	Acceleration :	1.6	!
Engine Tunings :	10		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	17,000	!!
Rudder Tunings :	16					
Cargo :	150,000	to		Weapon Energy :	190,000	!!!!
Cargo Extensions :	4		!!!!!! ..	Weapon Recharge :	5700	
Shields Bays :	2		!	Hull :	580,000	!
Shield Energy :	10,000,000			Creator :	Killerog	

Gorellik Typhoon (Gorellik)

M1

Image



Speed (m/s) :	62.8	to	100.5	Acceleration :	6.15	!!!!!! ...
Engine Tunings :	6		!!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	9,162	!
Rudder Tunings :	6					
Cargo :	9,050	to		Weapon Energy :	55,087	!
Cargo Extensions :	4		Weapon Recharge :	1101.74	
Shields Bays :	7		!!!!!!	Hull :	172,500
Shield Energy :	1,000,000			Creator :	Killerog	

H (Xenon)

M1

Image

Speed (m/s) :	55.0	to	77.0	Acceleration :	1.4	!
Engine Tunings :	4	!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	20,000	!!!
Rudder Tunings :	6					
Cargo :	14,500	to		Weapon Energy :	260,000	!!!!!!
Cargo Extensions :	4		Weapon Recharge :	7800	
Shields Bays :	2	!	Hull :	660,000	!
Shield Energy :	10,000,000			Creator :	Northstar	



Imperial Star Destroyer (Argon)

M1

Image

Speed (m/s) :	79.0	to	110.6	Acceleration :	5.16	!!!!!!
Engine Tunings :	4	!!!!!!	...			
Steering (%) :	1	to	5	Reactor (MW) :	8,100	!
Rudder Tunings :	4					
Cargo :	13,080	to		Weapon Energy :	58,520	!
Cargo Extensions :	4		Weapon Recharge :	1170.4	
Shields Bays :	6	!!!!	Hull :	170,000
Shield Energy :	1,000,000			Creator :	DeadlyDa	



Khaak Mothership (Kha'ak)

M1

Image

Speed (m/s) :	33.0	to	46.2	Acceleration :	1.5	!
Engine Tunings :	4	!!!			
Steering (%) :	1	to	5	Reactor (MW) :	20,000	!!!
Rudder Tunings :	6					
Cargo :	80,000	to		Weapon Energy :	426,520	!!!!!!!! .
Cargo Extensions :	4	!!!!	Weapon Recharge :	12795.6	
Shields Bays :	2	!	Hull :	660,000	!
Shield Energy :	10,000,000			Creator :	Northstar	




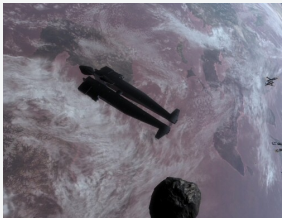


M0 Cobra (Split)

M1

Image

Speed (m/s) :	46.0	to	82.8	Acceleration :	1.4	!
Engine Tunings :	8	!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	18,000	!!
Rudder Tunings :	8					
Cargo :	12,000	to		Weapon Energy :	240,000	!!!!
Cargo Extensions :	4		Weapon Recharge :	4800	
Shields Bays :	1		Hull :	480,000	!
Shield Energy :	10,000,000			Creator :	Northstar	



M0 Galactica (Argon)						M1	Image
Speed (m/s) :	36.0	to	72.0	Acceleration :	1.47	!	
Engine Tunings :	10	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	20,000	!!!	
Rudder Tunings :	20						
Cargo :	180,000	to		Weapon Energy :	230,000	!!!!	
Cargo Extensions :	4	!!!!!!!!	.	Weapon Recharge :	6900		
Shields Bays :	1		Hull :	600,000	!	
Shield Energy :	10,000,000			Creator :	Balogt		
M0 Midway (Gorellik)						M1	Image
Speed (m/s) :	56.0	to	67.2	Acceleration :	1.4	!	
Engine Tunings :	2	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	20,000	!!!	
Rudder Tunings :	4						
Cargo :	60,000	to		Weapon Energy :	260,000	!!!!	
Cargo Extensions :	4	!!!	Weapon Recharge :	7800		
Shields Bays :	2	!	Hull :	660,000	!	
Shield Energy :	10,000,000			Creator :	Killerog		
M0 Prometheus Military Transport (Argon)						M1	Image
Speed (m/s) :	40.0	to	80.0	Acceleration :	1.7	!!	
Engine Tunings :	10	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	16,000	!!	
Rudder Tunings :	16						
Cargo :	130,000	to		Weapon Energy :	160,000	!!!	
Cargo Extensions :	4	!!!!!!	...	Weapon Recharge :	6400		
Shields Bays :	2	!	Hull :	580,000	!	
Shield Energy :	10,000,000			Creator :	Balogt		
Mon Calamari Cruiser (Split)						M1	Image
Speed (m/s) :	27.5	to	52.3	Acceleration :	1.43	!	
Engine Tunings :	9	!!!				
Steering (%) :	1	to	5	Reactor (MW) :	25,000	!!!!	
Rudder Tunings :	10						
Cargo :	45,000	to		Weapon Energy :	269,500	!!!!	
Cargo Extensions :	4	!!	Weapon Recharge :	5390		
Shields Bays :	2	!	Hull :	550,000	!	
Shield Energy :	10,000,000			Creator :	Unconfirmed		

Moon Base (Argon)

M1

Image

Speed (m/s) :	49.4	to	79.1	Acceleration :	3.92	!!!!
Engine Tunings :	6		!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	8,200	!
Rudder Tunings :	6					
Cargo :	8,800	to		Weapon Energy :	53,200	!
Cargo Extensions :	4		Weapon Recharge :	532	
Shields Bays :	10		!!!!!!! .	Hull :	200,000
Shield Energy :	10,000,000			Creator :	Observe	

Unavailable

Perry Base Sentinel (Argon)

M1

Image

Speed (m/s) :	20.0	to	24.0	Acceleration :	0.2
Engine Tunings :	2		!			
Steering (%) :	1	to	5	Reactor (MW) :	60,000	!!!!!!! .
Rudder Tunings :	2					
Cargo :	140,000	to		Weapon Energy :	1,100
Cargo Extensions :	4		!!!!!!! ...	Weapon Recharge :	1903	
Shields Bays :	10		!!!!!!! .	Hull :	4,200,000	!!!!!!! .
Shield Energy :	10,000,000			Creator :	Balogt	



Raptor Raider (Split)

M1

Image

Speed (m/s) :	150.0	to	150.0	Acceleration :	5	!!!!!
Engine Tunings :	0		!!!!!!! .			
Steering (%) :	1	to	5	Reactor (MW) :	8,000	!
Rudder Tunings :	8					
Cargo :	7,000	to		Weapon Energy :	40,000
Cargo Extensions :	4		Weapon Recharge :	1200	
Shields Bays :	1		Hull :	150,000
Shield Energy :	10,000,000			Creator :	Observe	



Repulse (Argon)

M1

Image

Speed (m/s) :	54.4	to	87.1	Acceleration :	4.92	!!!!!
Engine Tunings :	6		!!!!!			
Steering (%) :	1	to	5	Reactor (MW) :	8,400	!
Rudder Tunings :	6					
Cargo :	9,294	to		Weapon Energy :	52,200	!
Cargo Extensions :	4		Weapon Recharge :	522	
Shields Bays :	1		Hull :	200,000
Shield Energy :	10,000,000			Creator :	Egosoft (re-added by Northstar)	



Image

Image

Image

A futuristic, sleek, silver and black car is shown flying over a planet's surface. The car has a rounded, aerodynamic design with large, circular headlights. It is positioned in the center of the frame, moving towards the right. The background shows a vast, hazy landscape with rolling hills and a distant horizon under a pale, overcast sky. The overall tone is cinematic and futuristic.

Image

Unavailable

Squid Carrier (Boron)						M1	Image
Speed (m/s) :	55.0	to	77.0	Acceleration :	4.6	!!!!	
Engine Tunings :	4		!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	20,000	!!!	
Rudder Tunings :	6						
Cargo :	34,000	to		Weapon Energy :	170,000	!!!	
Cargo Extensions :	4		!	Weapon Recharge :	5100		
Shields Bays :	7		!!!!	Hull :	440,000	!	
Shield Energy :	1,000			Creator :	Egosoft (re-added by Northstar)		
Starbase (Argon)						M1	Image
Speed (m/s) :	15.0	to	15.0	Acceleration :	0.2		
Engine Tunings :	0						
Steering (%) :	1	to	5	Reactor (MW) :	60,000	!!!!!!	
Rudder Tunings :	2					!	
Cargo :	140,000	to		Weapon Energy :	1,600		
Cargo Extensions :	4		!!!!!!	Weapon Recharge :	1904		
Shields Bays :	8		!!!!!!	Hull :	4,200,000	!!!!!!	
Shield Energy :	10,000,000			Creator :	Balogt	!	
Sulaco (Split)						M1	Image
Speed (m/s) :	60.3	to	108.5	Acceleration :	8.29	!!!!!!	
Engine Tunings :	8		!!!!!!			!	
Steering (%) :	1	to	5	Reactor (MW) :	8,000	!	
Rudder Tunings :	8						
Cargo :	9,050	to		Weapon Energy :	60,000	!	
Cargo Extensions :	4			Weapon Recharge :	1200		
Shields Bays :	5		!!!!	Hull :	155,200		
Shield Energy :	1,000,000			Creator :	DeadlyDa		
Terran Carrier (Argon)						M1	Image
Speed (m/s) :	69.0	to	110.4	Acceleration :	4.23	!!!!	
Engine Tunings :	6		!!!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	10,000	!	
Rudder Tunings :	6						
Cargo :	9,592	to		Weapon Energy :	58,520	!	
Cargo Extensions :	4			Weapon Recharge :	1170.4		
Shields Bays :	7		!!!!	Hull :	194,000		
Shield Energy :	1,000,000			Creator :	Egosoft (re-added by Northstar)		

USS Dauntless (Argon)

M1

Image

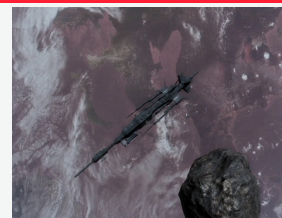


Speed (m/s) :	40.0	to	56.0	Acceleration :	1.2	!
Engine Tunings :	4	!!!				
Steering (%) :	1	to	5	Reactor (MW) :	25,000	!!!!
Rudder Tunings :	6					
Cargo :	45,000	to		Weapon Energy :	260,000	!!!!!!
Cargo Extensions :	4	!!		Weapon Recharge :	5200	
Shields Bays :	2	!		Hull :	550,000	!
Shield Energy :	10,000,000			Creator :	Northstar	

Xenon Command M0 (Xenon)

M1

Image



Speed (m/s) :	24.0	to	33.6	Acceleration :	1.2	!
Engine Tunings :	4	!!				
Steering (%) :	1	to	5	Reactor (MW) :	17,600	!!
Rudder Tunings :	6					
Cargo :	78,000	to		Weapon Energy :	243,569	!!!!!!
Cargo Extensions :	4	!!!!		Weapon Recharge :	7307.07	
Shields Bays :	2	!		Hull :	880,000	!!
Shield Energy :	10,000,000			Creator :	Egosoft (re-added by Northstar)	

Zeus Raider (Paranid)

M1

Image



Speed (m/s) :	60.0	to	90.0	Acceleration :	5.43	!!!!!!
Engine Tunings :	5	!!!!				
Steering (%) :	1	to	5	Reactor (MW) :	10,000	!
Rudder Tunings :	6					
Cargo :	7,000	to		Weapon Energy :	51,087	!
Cargo Extensions :	4		Weapon Recharge :	1021.74	
Shields Bays :	9	!!!!!! ..		Hull :	180,000
Shield Energy :	1,000,000			Creator :	Egosoft (re-added by Northstar)	

Custom Starts

Title	Goner Gone Mad
Difficulty	Easy
Starting Location	Northstar's Peace
Starting ship	Northstar Warrior
Ship equipment	Triplex Scanner, docking computer, 2 x 25 MW shields and two x A HEPT lasers.
Credits	2000
Race relations	
Argon Boron Split Teladi Paranid Goner	Argon Citizen Boron Acquaintance Shameless Creature Profit Opportunity Tainted Wanderer Goner Preacher
Story	Retired Admiral Northstar has joined the Goners due to his peaceful nature with all races except for the Xenon and Kha'ak. These races should be left alone as per Goner belief, but the retired Admiral seeks revenge for the many ships and friends lost in the old war campaigns. Now half Goner and half renegade, Admiral Northstar has been demoted in rank and notoriety with all but the Goner. He will have to prove his worth once again to Noah Gaffelt and secretly to the other races.

Title	Mysterious Friends
Difficulty	Very Hard
Starting Location	Goltab's Gate
Starting ship	Gorellik Hurricane
Ship equipment	Full equipment
Credits	100
Race relations	
Argon Boron Split Teladi Paranid Goner	Federation Associate Trusted Courtier Family friend Company Trader Friend of Priest Duke Follower
Story	No story

Title	A Nomad's Life
Difficulty	Medium
Starting Location	Ocracoke's Storm
Starting ship	Raijin
Ship equipment	2x 5MW, 4 x Beta IRE, Max tuning, cargo, rudder, Jumpdrive, Tradin software MK1, fighting software MK1+2, Docking Comp, Triplex Scanner, Teleport Device, 5 salvage insurances, 30 energy cells
Credits	1000
Race relations	
Argon Boron Split Teladi Paranid Goner	Confirmed Enemy Queen's Nemesis Creature Profit Initiate Enemy of Priest Xaar Agnostic
Story	As a new recruit in the Yaki Armada, you already dream to command your own Yaki Battle Cruiser. However, before that, you'll have to prove that you're a strong and ferocious warrior that can serve the Armada well.

Title	Invasion Of The Allies
Difficulty	Easy
Starting Location	Ocracoke's Storm
Starting ship	Cobra M0, 5 Nova Vanguards, 3 Knights, 4 B-wings, 4 X-wings, 1 Roger Young, 1 Earth Super carrier, The USS Defiant, 1 Omega, 10 Hellcats
Ship equipment	Full equipment
Credits	2000
Race relations	
Argon Boron Split Teladi Paranid Goner	Hero of the Federation Knight of the Kingdom Honoured Friend Company Director Friend of Priest King Goner Preacher
Story	The Kha'ak and Xenon Forces have attacked many sectors belonging to the Argon, and you plan to put a swift and painful end to it.

Title	Exposed Agent
Difficulty	Hard
Starting Location	Renegade's Evanescence
Starting ship	Argon Buster Raider
Ship equipment	Duplex Scanner, Docking Computer, All Basic Ship Software (Nav, Fight 1+2, Trade Extension, SETA, etc.) Highest Speed Upgrades, Medium Rudder Upgrade, NO SHIELDS and 4 x APACs.
Credits	850
Race relations	
Argon Boron Split Teladi Paranid Goner	Federation Guardian Noble Peer Known Venturer Mercantile Rebel Tainted Wanderer Agnostic
Story	You are an Argon Intelligence Agent infiltrating pirate factions. Your cover has been blown...

Title	Familial Renewal
Difficulty	Xtreme
Starting Location	Yeebers' Angst
Starting ship	Arach and Journeyman
Ship equipment	Arach : 2xMD, 2xAPAC. 5 Wasp, 5 MD Ammo, 2x5Mj, all ship software at Mk1 (except fight 2) Duplex, full speed/rudder/cargo. Journeyman : 1x5Mj, all Mk1 software, 100 energy and Jumpdrive
Credits	15000
Race relations	
Argon Boron Split Teladi Paranid Goner	Citizen Antagonist Shameless Creature Profit Liability Tainted Wanderer Agnostic
Story	Your father, previously a great inventor has recently died. After watching the family's name and fortune dwindle while he hid himself away, you vow to recover your family's pride, standing and assets in the growing universe. What awaits is entirely up to you.

Title	Most Hated
Difficulty	Insane
Starting Location	Septum Atore
Starting ship	X2 Discoverer
Ship equipment	Duplex Scanner, Trade software MK 1+2, Fight software MK1+2, Special command software, System Override software, MK2, 1 x 1 MW shields, 2 x A IRE lasers, 10 silkworm missiles, full speed, rudder and cargo
Credits	200
Race relations	
Argon Boron Split Teladi Paranid Goner	Enemy of the federation Enemy of the Kingdom Enemy of all split families Enemy of the corporation Enemy of priest xarr Defiler of the truth
Story	After attempting to set the Argon, Boron, Teladi and Split races against each other and almost causing a universe wide war between all governments, the five races all declared you renegade, including your beloved Priest Xaar. All your assests have been seized. All you have been left with is the ship you now fly and the few credits which were in your pockets. Can you rebuild your status and good standing ?

Title	Market Trader
Difficulty	Easy
Starting Location	The Wall
Starting ship	2 Dolphins plus 1 Wheat farm, 1 Cattle ranch, 1 Solar powerplant.
Ship equipment	1 25MW shield, Trade software MK1+2, basic speed, cargo and rudder, Duplex scanner
Credits	100000
Race relations	
Argon Boron Split Teladi Paranid Goner	Accepted Advisor Noble Peer Creature Mercantile Rebel Nomad Sceptic
Story	After your father's death you have inherited his stations, will you be a succesful trader or will you fail.

Title	Drug Baron
Difficulty	Easy
Starting Location	Blue Profit
Starting ship	3 Vultures plus 1 Bliss place, 1 Dream farm, 1 Wheat farm, 1 Argon Distillery.
Ship equipment	1 25MW shield, trade software MK 1+2, best selling locator, best buys locator, full speed, cargo and rudder
Credits	100,000
Race relations	100,000
Argon Boron Split Teladi Paranid Goner	Known Antagonist Confirmed Adversary Known Venturer Confirmed Adversary Known Venturer Heathen
Story	Being Teladi all you want to do is accumulate credits and the quickest way to this is by drugs.

Title	Into The Unknown
Difficulty	Easy
Starting Location	President's End
Starting ship	Argon Buster Vanguard
Ship equipment	Duplex Scanner, 2x APAC, 2x BIRE, 2x 5MJ, Full speed/rudder, Trading sys ext, SETA, Fight Command 1, Jumpdrive
Credits	15,000
Race relations	
Argon Boron Split Teladi Paranid Goner	Federation Associate Trusted Courtier Creature Profit Opportunity Nomad Accepted Member
Story	Having explored your neighbourhood systems, you are ready to build your Galactic Empire and take on the challenges of unexplored space.

Title	Lost In Space
Difficulty	Very Hard
Starting Location	Xenon 598
Starting ship	Viper MkVII
Ship equipment	2x BPAC, no shields, Jumpdrive, Duplex Scanner, Max speed and rudder tuning but only 85% hull.
Credits	0
Race relations	
Argon Boron Split Teladi Paranid Goner	Citizen Acquaintance Tainted Wanderer Profit Initiate Tainted Wanderer Accepted Membe
Story	<p>You are Colonial Viper Pilot who was on Combat Patrol around the Fleet led by Galactica. During a battle with Cylons, your ships damaged Hyperdrive computer initiated an uncommanded jump. You find yourself completely alone in uncharted space. Your ship is damaged but still operational. In the distance you can see a large round object that seems to enclose a rotating, swirling cloud. It looks like some sort of Stargate. Suddenly, your DRADUS starts beeping. It shows an approaching swarm of unknown ships - Enemy ships!!!</p> <p>Can you find your way out of danger, and begin to build a new life, all the time continuing the search for Earth?</p>

EXTRA MUSIC

The following sectors have had music allowed for use by their respective authors. In case any of the new music appeals to you, the sector and the sources are listed below.

Northstars Peace	Peace 50 by sVGA
Purger's Vengeance	Man of Sorrow by Milkman Dan
Tree of Life	Brink of Darkness by Milkman Dan